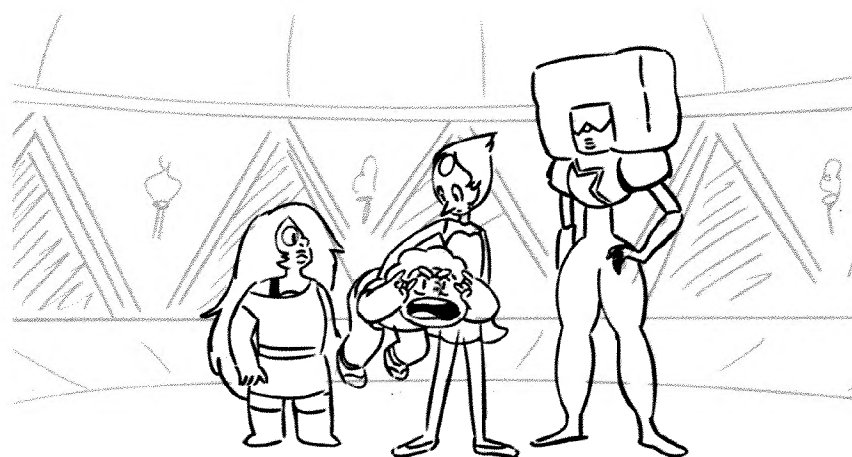


# STEVEN UNIVERSE



**“Serious Steven”**

**DISTRIBUTION:  
VIA DAX**

**PRODUCTION #: 1020-007**

Date:

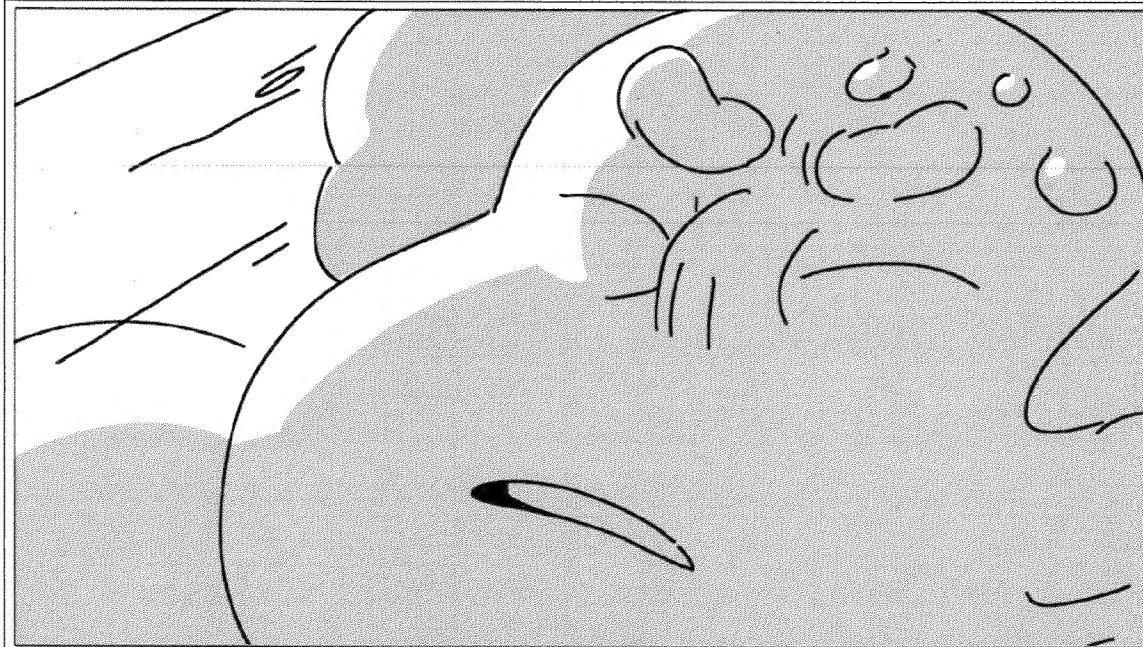
Pitch	
Revised	
Approved	
Conformed	
Final	JUN 10 2013

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Scene	Panel
1	1



Slugging  
1.06

Scene	Panel
1	2



Slugging  
1.08

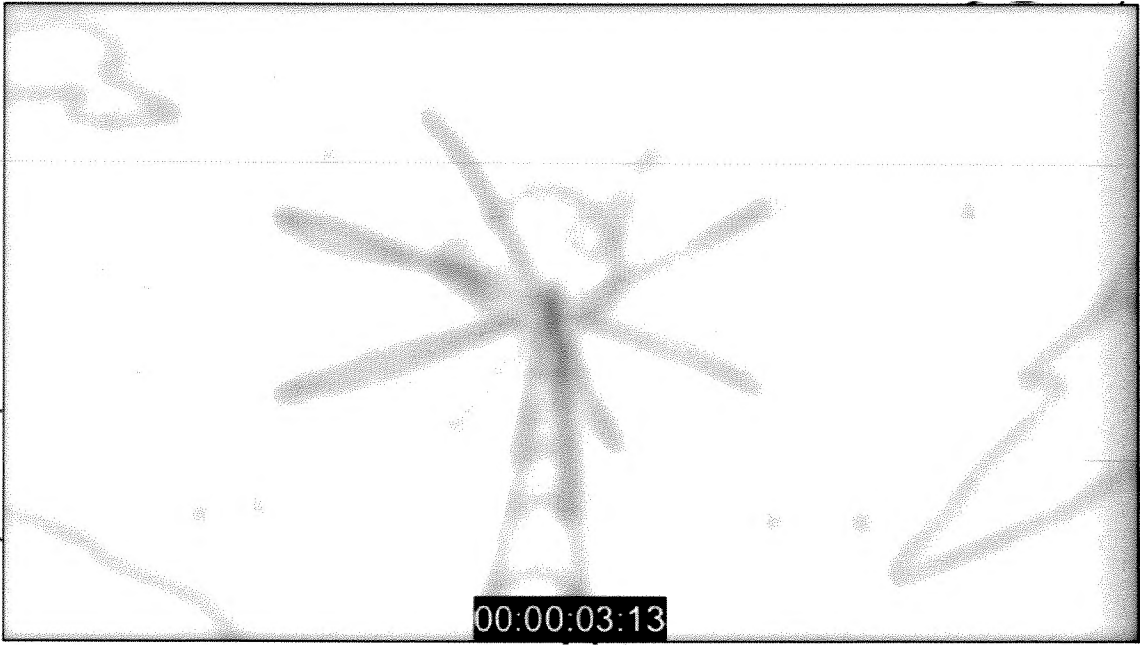
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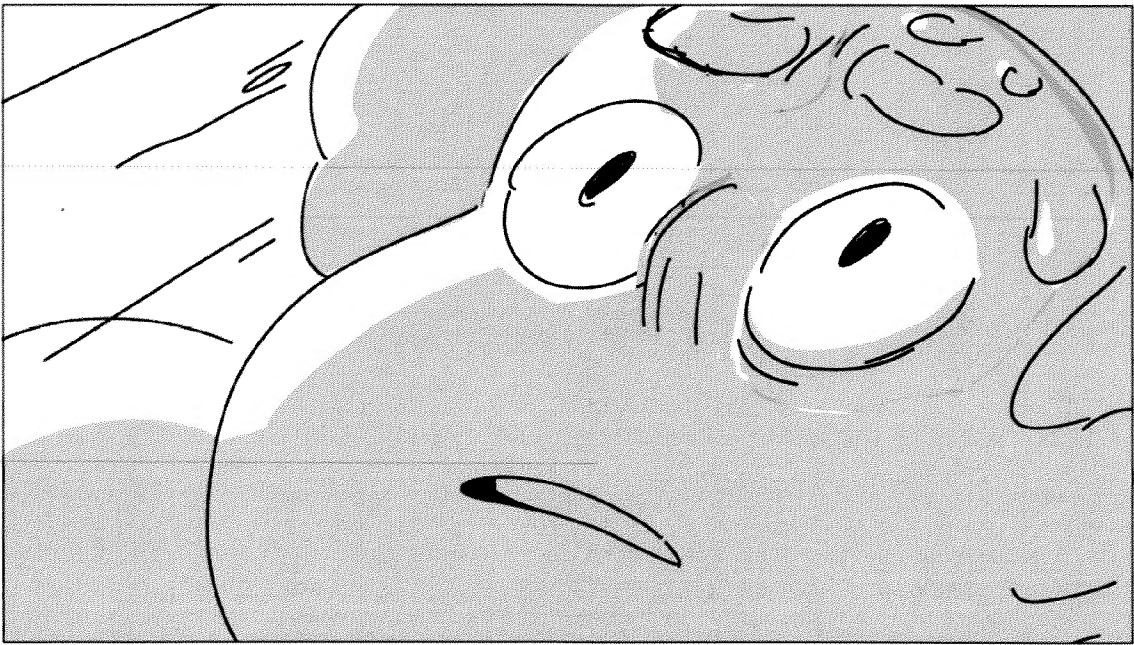
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Scene	Panel
2	1



Slugging  
3.00

Scene	Panel
3	1



Slugging  
0.14


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Scene	Panel
3	2



Slugging  
1.02

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Scene	Panel
4	1



Action Notes

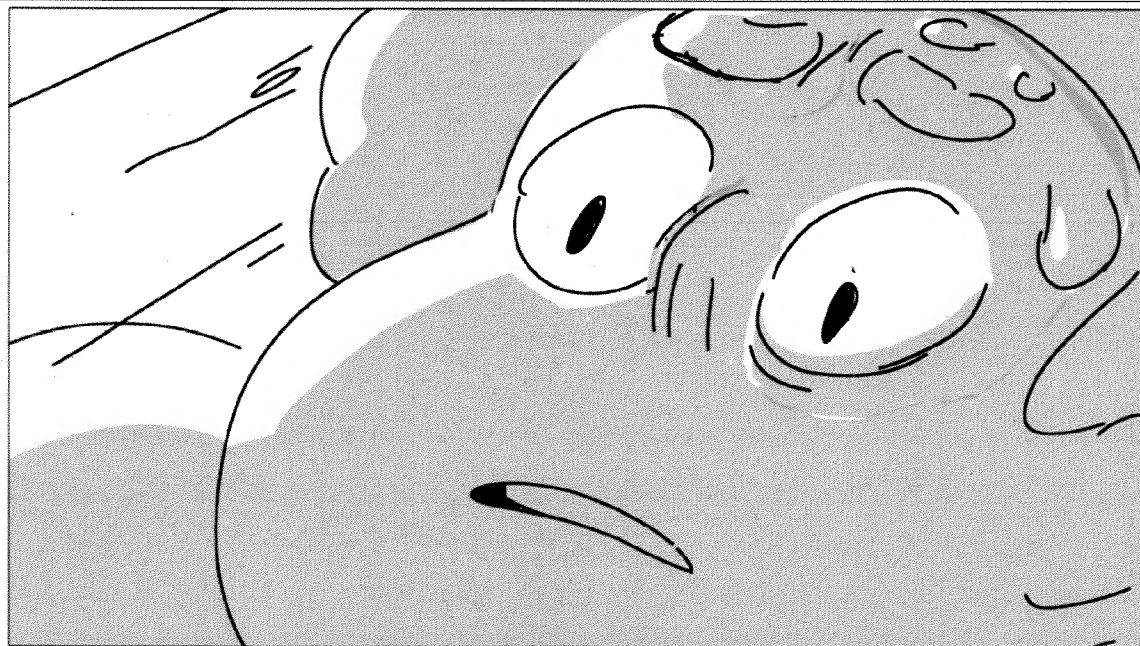
Foreground teacup pans screen right to left.  
Start out of focus.  
Foreground teacup comes into focus, BG out of focus.  
Teacup passes, background comes into focus.

Slugging

HOLD: 1.01  
Then ADJ: 3.11  
Then HOLD: 1.06

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Scene	Panel
5	1



Slugging  
1.05

Scene	Panel
6	1

TWO WEEKS  
LATER

Slugging  
2.12

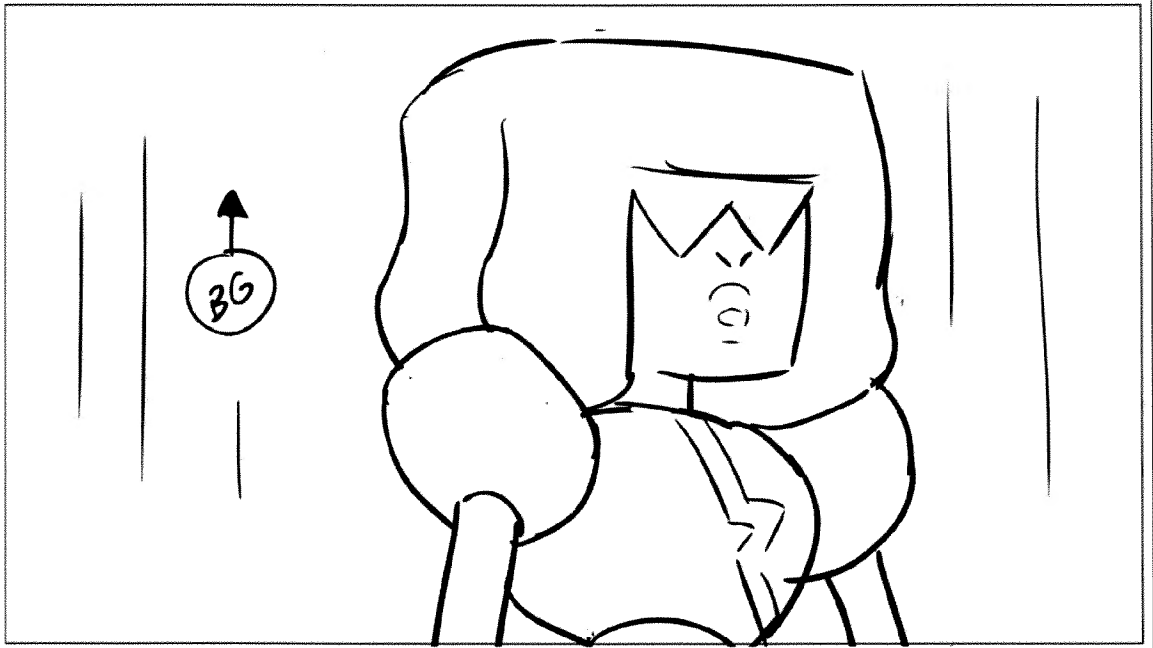
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Scene	Panel
7	1

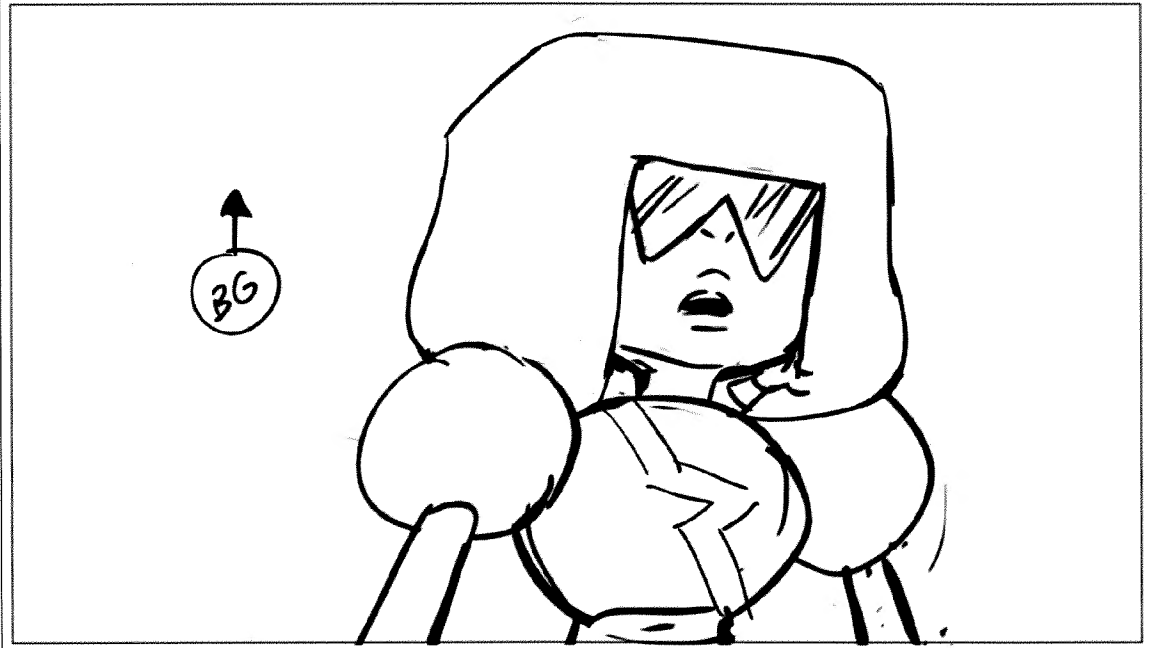


Dialog  
GARNET: PAY ATTENTION STEVEN,

Action Notes  
GARNET (and all the GEMS) are travelling via warp

Slugging  
Panels 1 + 2 = 6.01

Scene	Panel
7	2



Dialog  
GARNET: THIS IS GOING TO BE YOUR FIRST SERIOUS MISSION.

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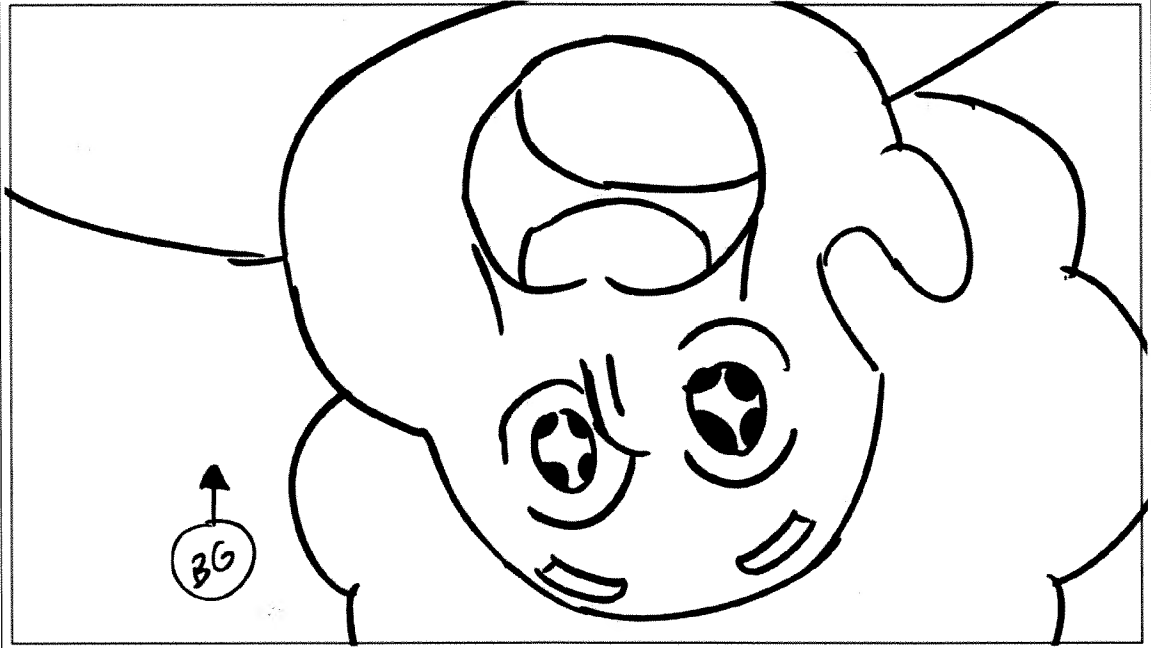
Scene	Panel
8	1



Dialog  
GARNET (off-screen): YOU NEED TO BE READY.

Slugging  
2.12

Scene	Panel
8	2



Dialog  
STEVEN: YES!!! I'M READY!

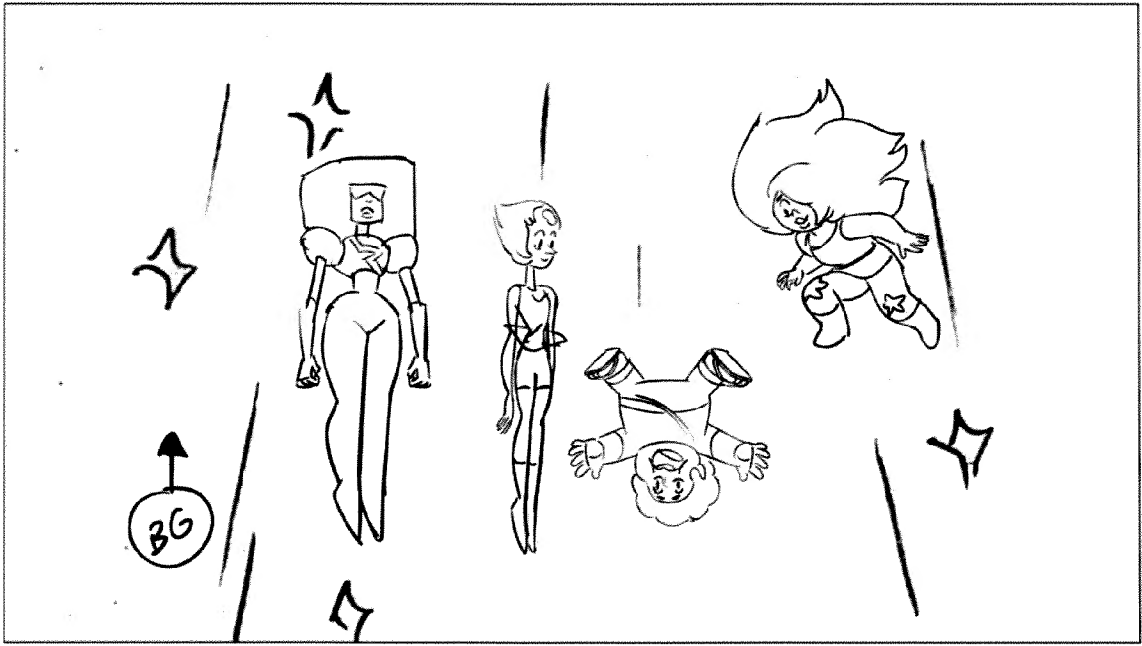
Slugging  
2.07

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Scene	Panel
9	1



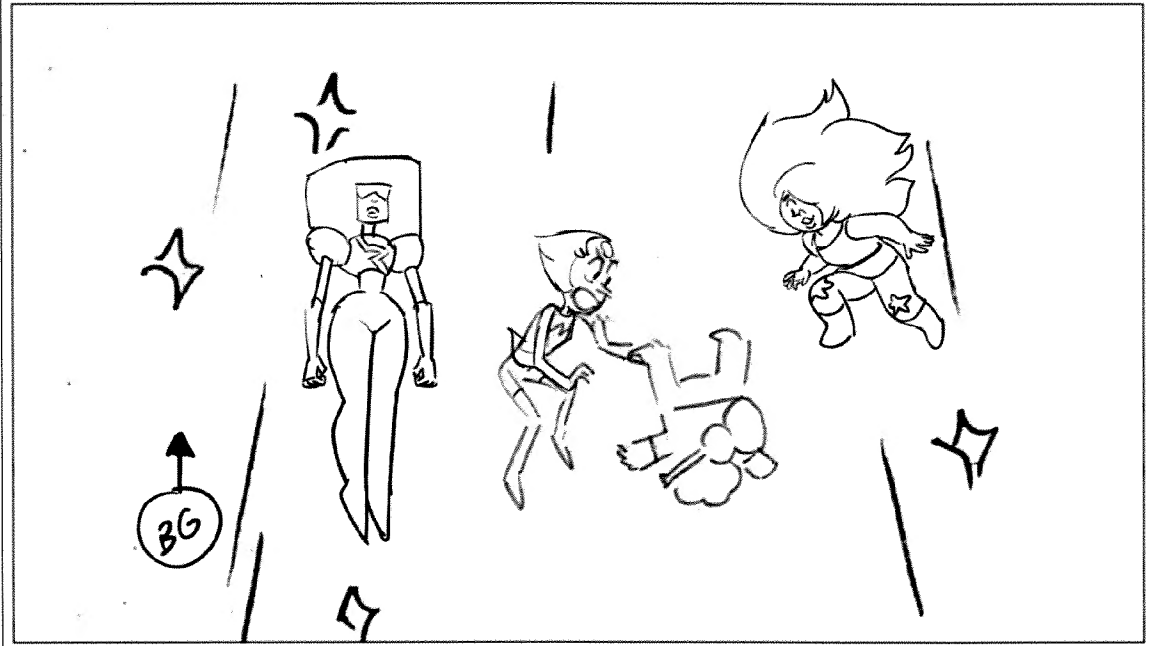
Dialog

STEVEN: I'M SO READY!

Slugging

2.01

Scene	Panel
9	2



Dialog

PEARL: STEVEN COME ON YOU'RE GOING...

Slugging

1.11

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Notes

Garnet and Amethyst need to be nearby.

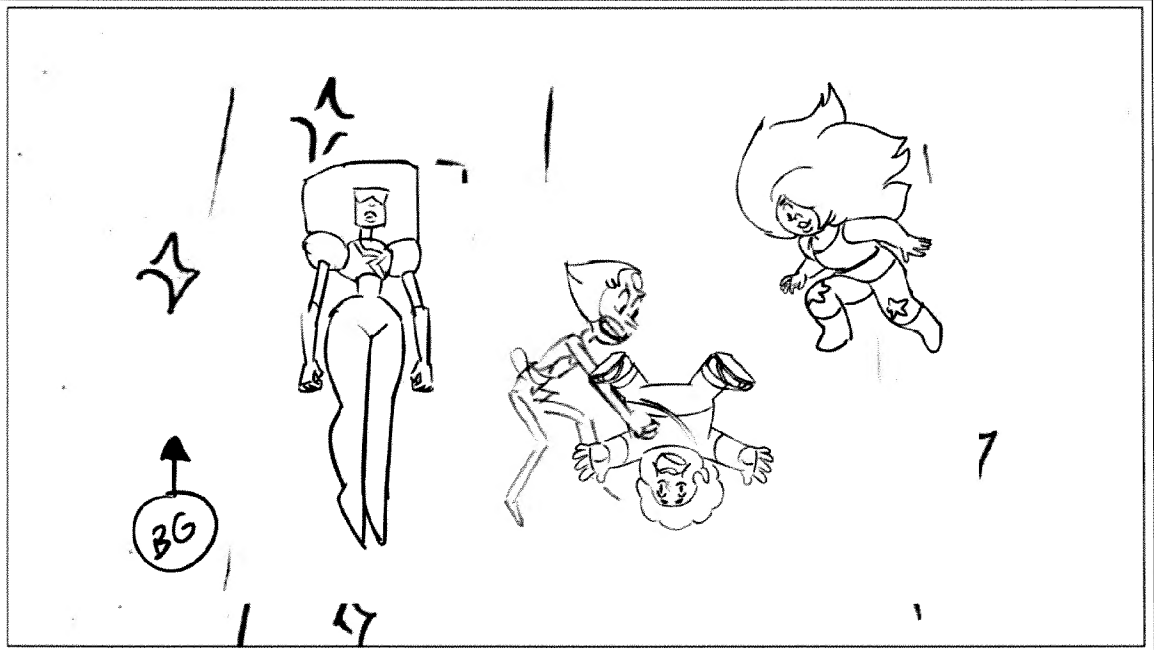
1020:007

1020:007

1020:007



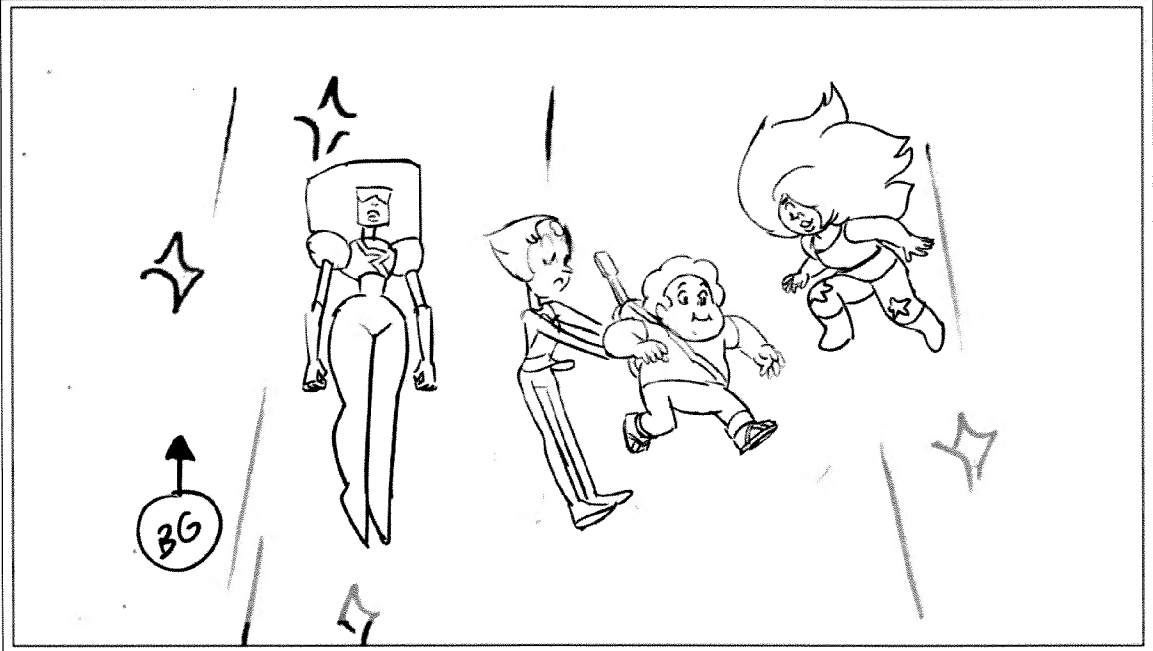
Scene Panel  
9 *CONT* 3



Dialog  
PEARL: ...TO MAKE YOURSELF...

Slugging  
0.15

Scene Panel  
9 *CONT* 4



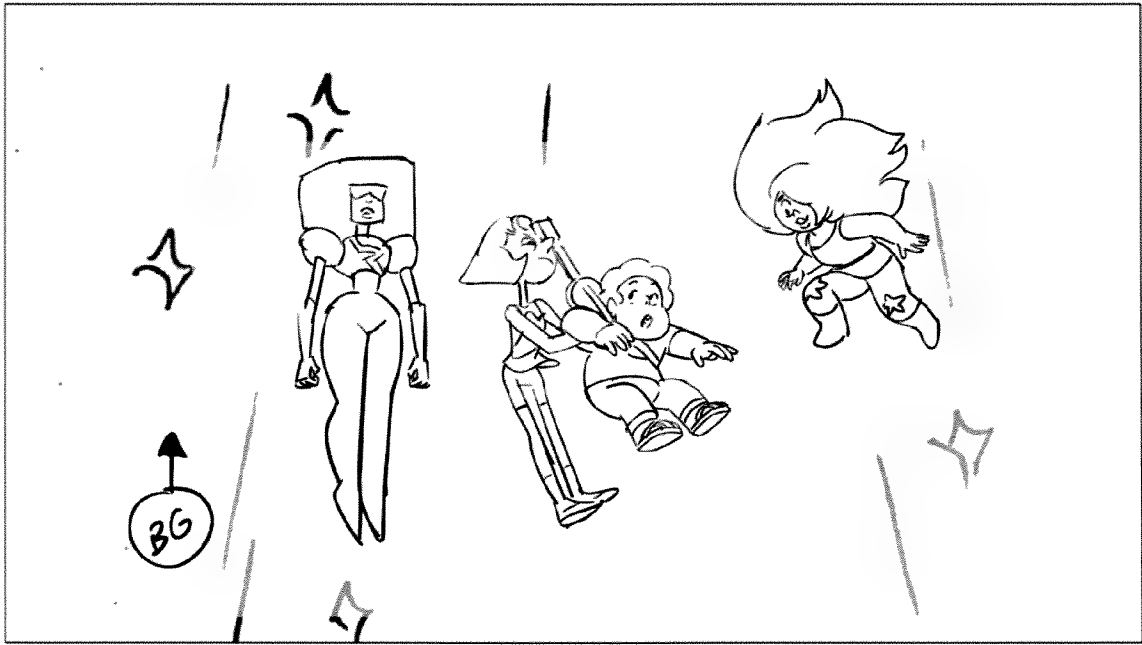
Dialog  
PEARL: ...SICK!

Slugging  
0.14  
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Scene	Panel
9	CONT
5	



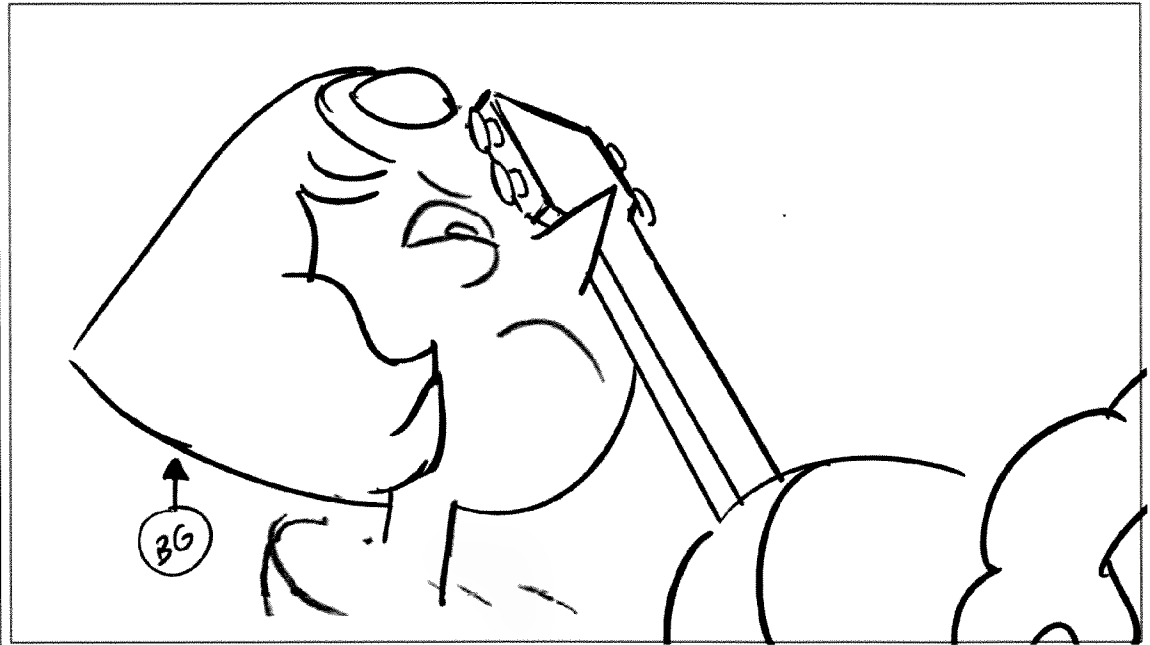
Action Notes

STEVEN accidentally smacks PEARL in the face with the neck of his ukelele.

Slugging

0.12

Scene	Panel
10	1



Slugging

1.00

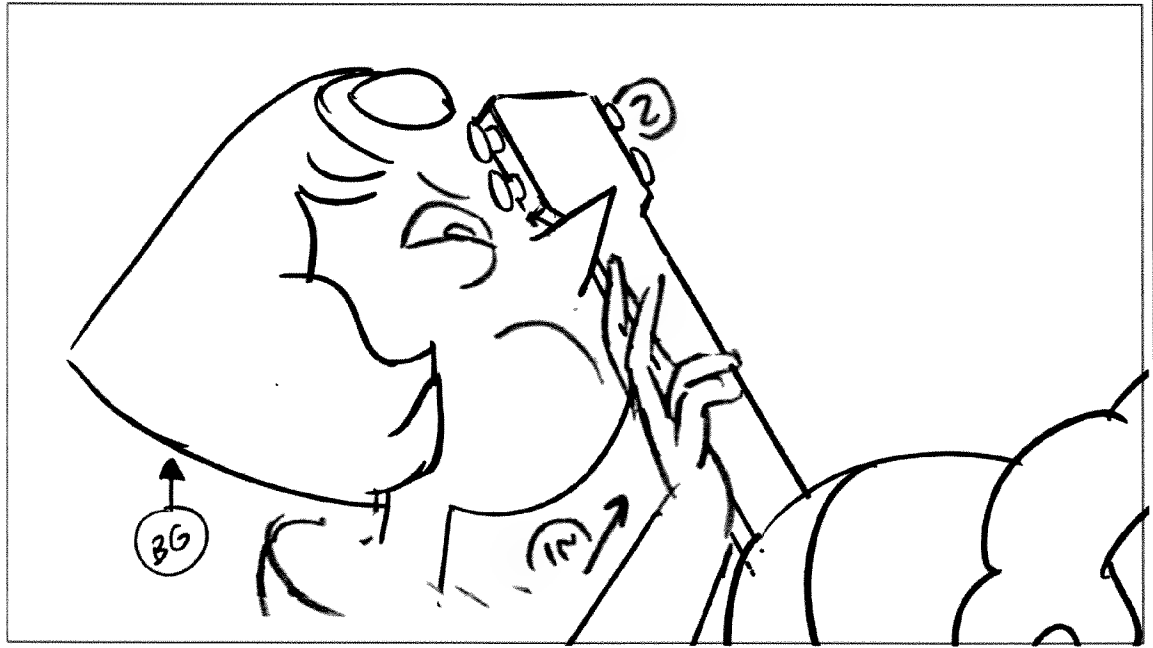
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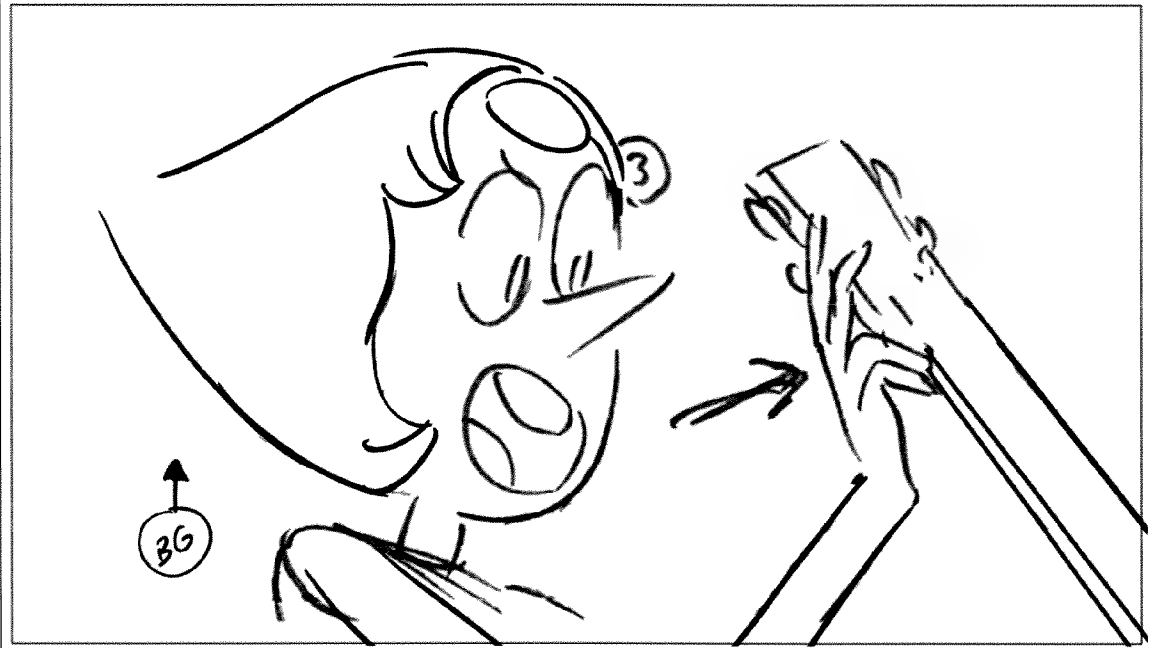
1020-007

Scene 10 Panel 2  
*CONT*



Slugging  
0.06

Scene 10 Panel 3  
*CONT*



Dialog  
PEARL: WHY DID YOU BRING THAT?!

Slugging  
2.13

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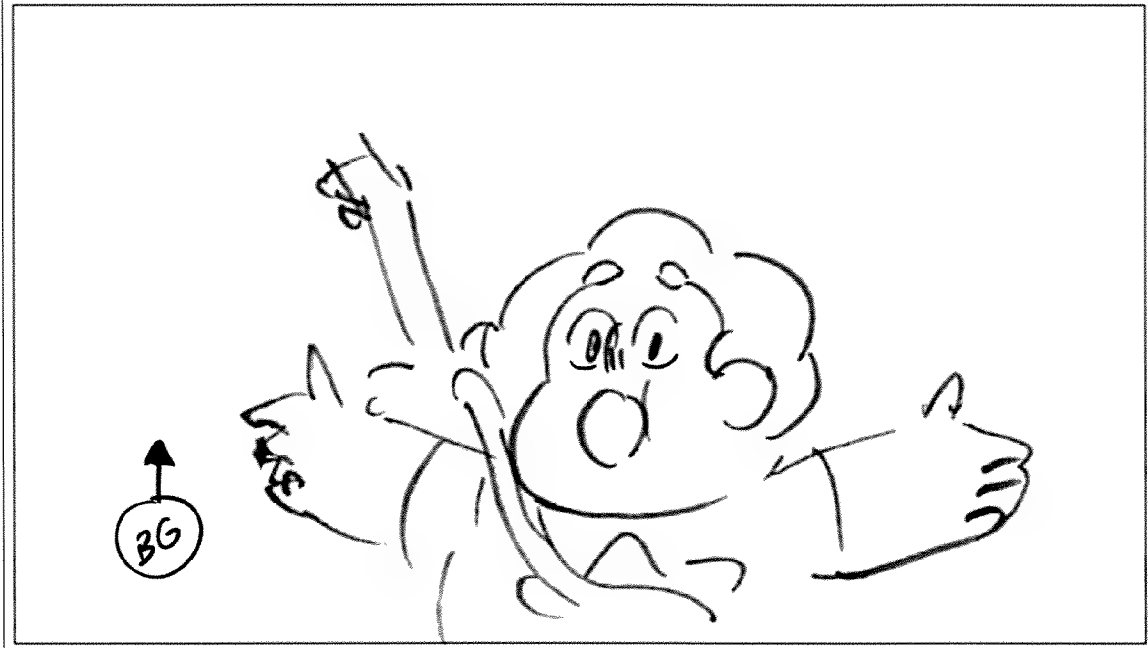
1020-007

Scene	Panel
11	1



Slugging  
1.07

Scene	Panel
11	2



Dialog  
STEVEN: I DUNNO!

Action Notes  
STEVEN throws his arms up

Slugging  
2.12

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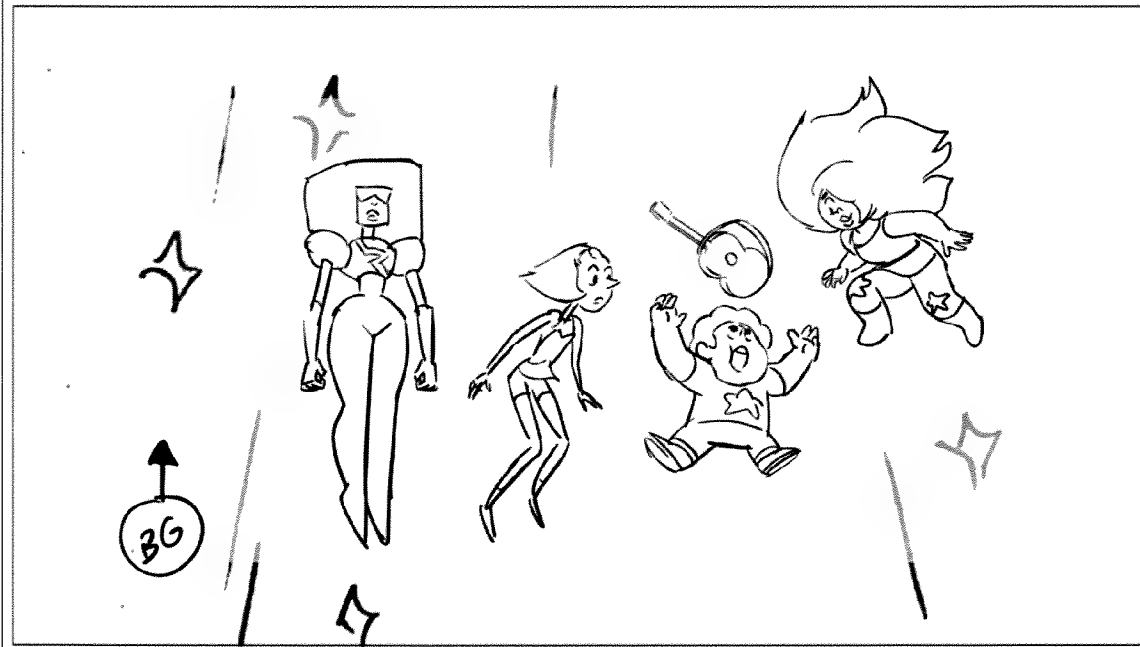
Scene	Panel	
11	cont	3
<p>Dialog</p> <p>STEVEN: I WAS EXCITED AND IT'S MINE AND I LIKE IT!</p>		
<p>Action Notes</p> <p>UKELELE starts to float away from STEVEN</p>		
<p>Slugging</p> <p>2.02</p>		

Scene	Panel	
11	cont	4
<p>Dialog</p> <p>STEVEN: - OH!</p>		
<p>Slugging</p> <p>1.06</p> <p>JUN 10 2013</p>		

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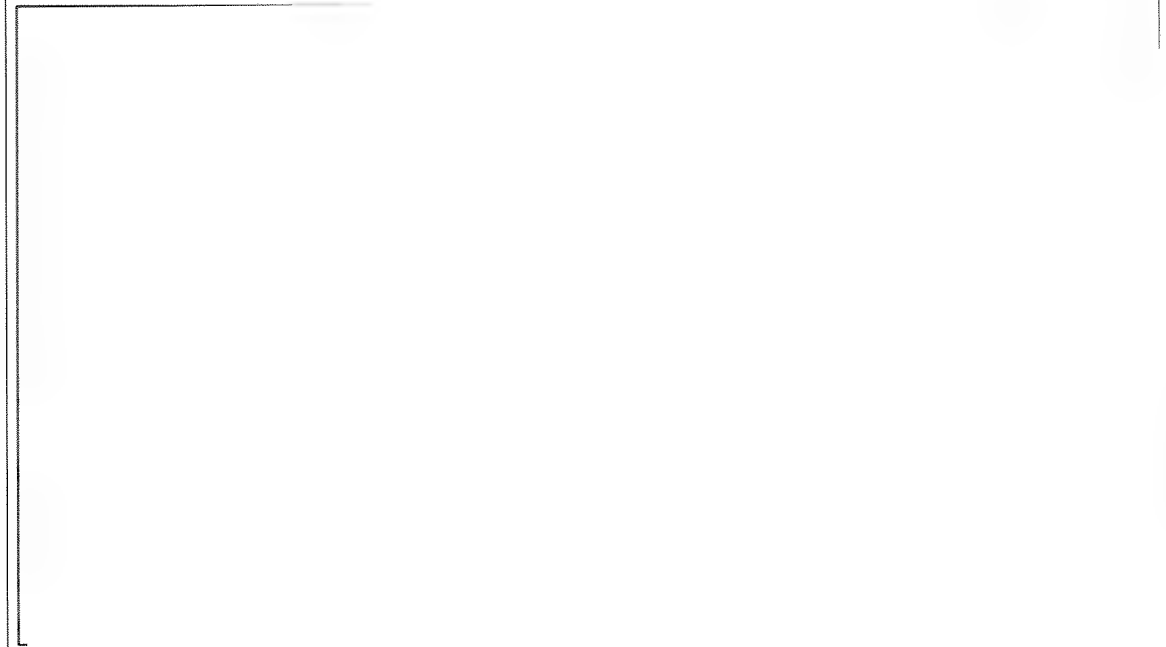


Scene	Panel
12	1



Slugging  
0.09

Scene	Panel



S  
F

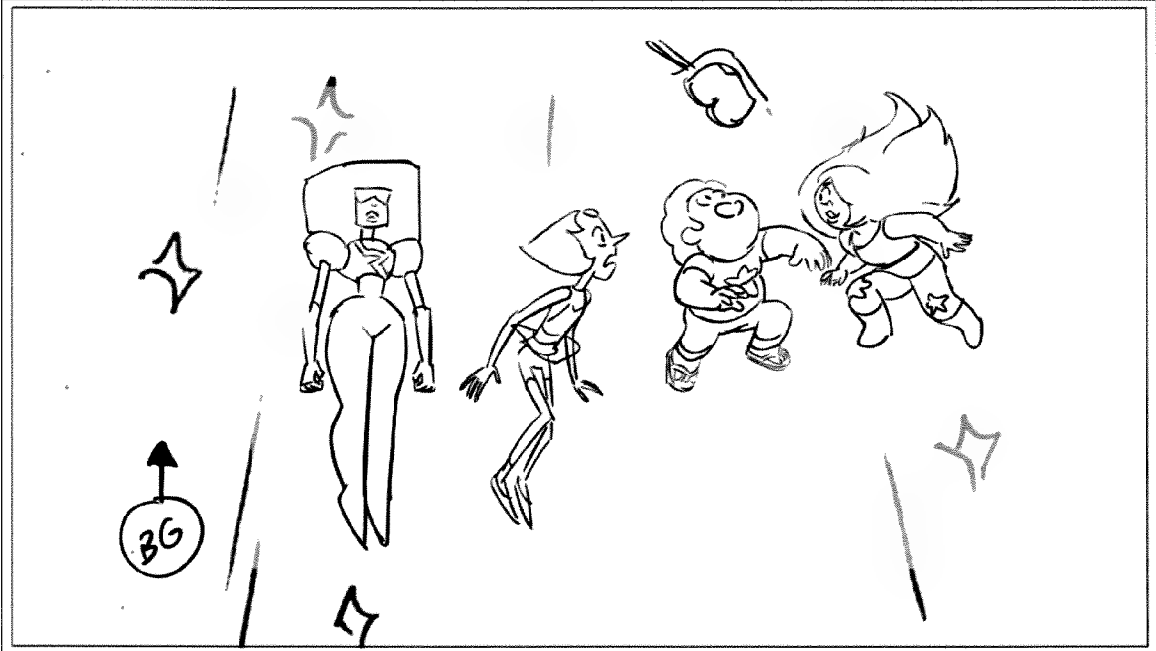
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Scene 12 Panel 3

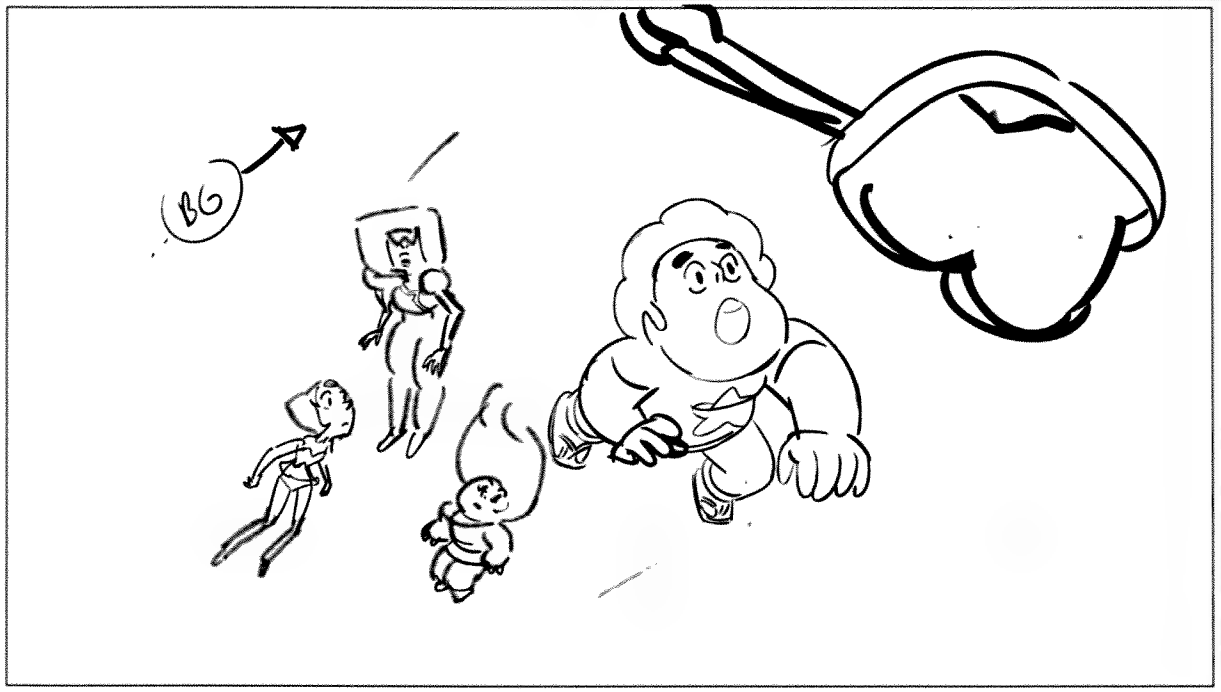


Scene 12 Panel 4



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Scene	Panel
13	1



Dialog

PEARL: STEVEN GET BACK HERE!

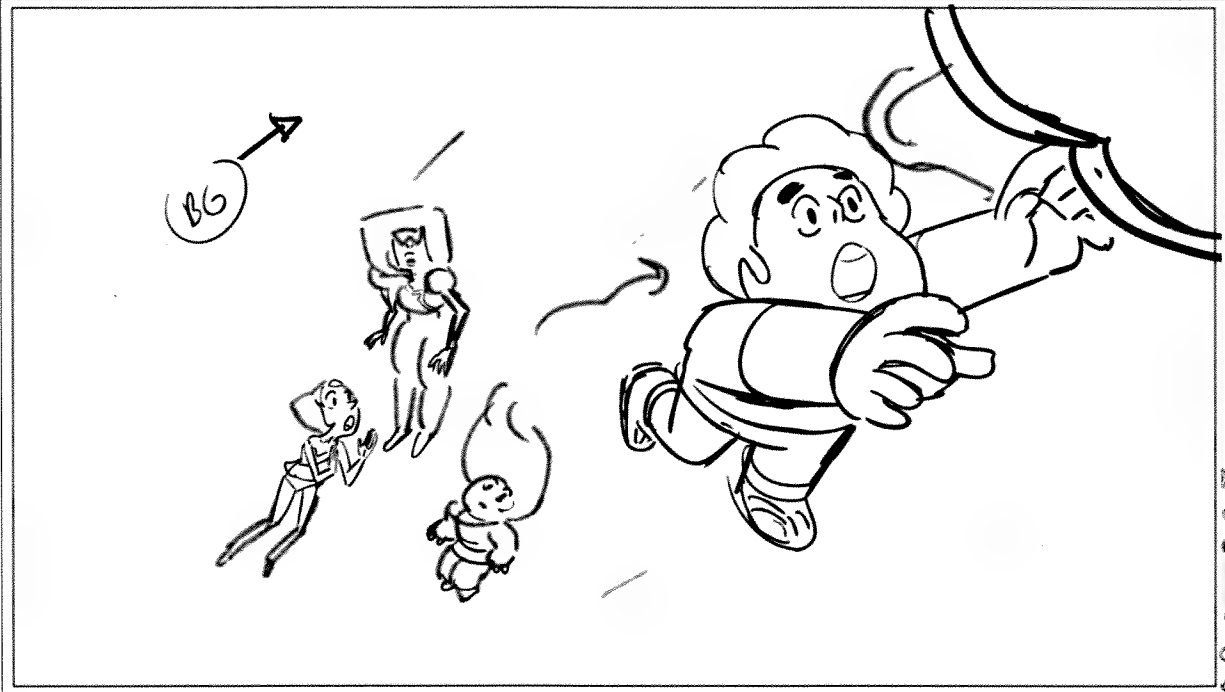
Slugging

Panels 1 + 2 = 2.05

Notes

Garnet and Amethyst are missing in previous scenes. How close they are to each other in this shot, they would appear in previous scenes.

Scene	Panel
13	2



Dialog

PEARL: STEVEN GET BACK HERE!

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Notes

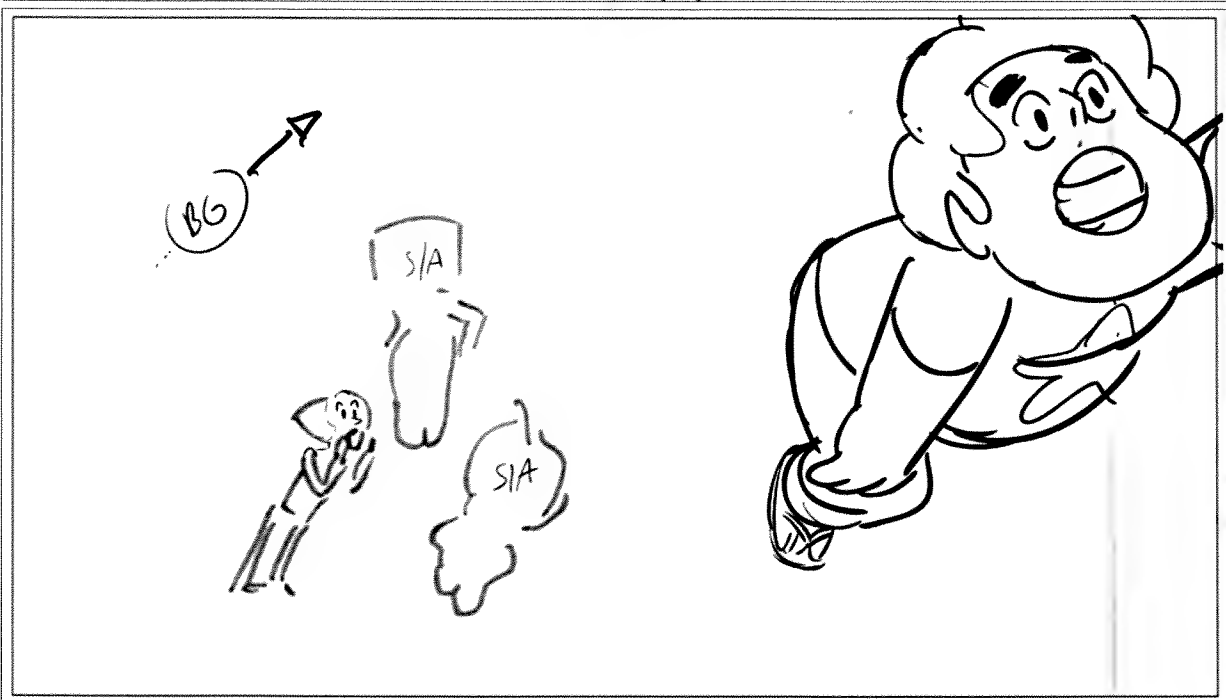
Garnet and Amethyst are missing in previous scenes. How close they are to each other in this shot, they would appear in previous scenes.

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Scene	Panel
13	CONT 3



Dialog

PEARL: YOU COULD GET SERIOUSLY —

Slugging

2.03

Scene	Panel
14	1



Slugging

0.06

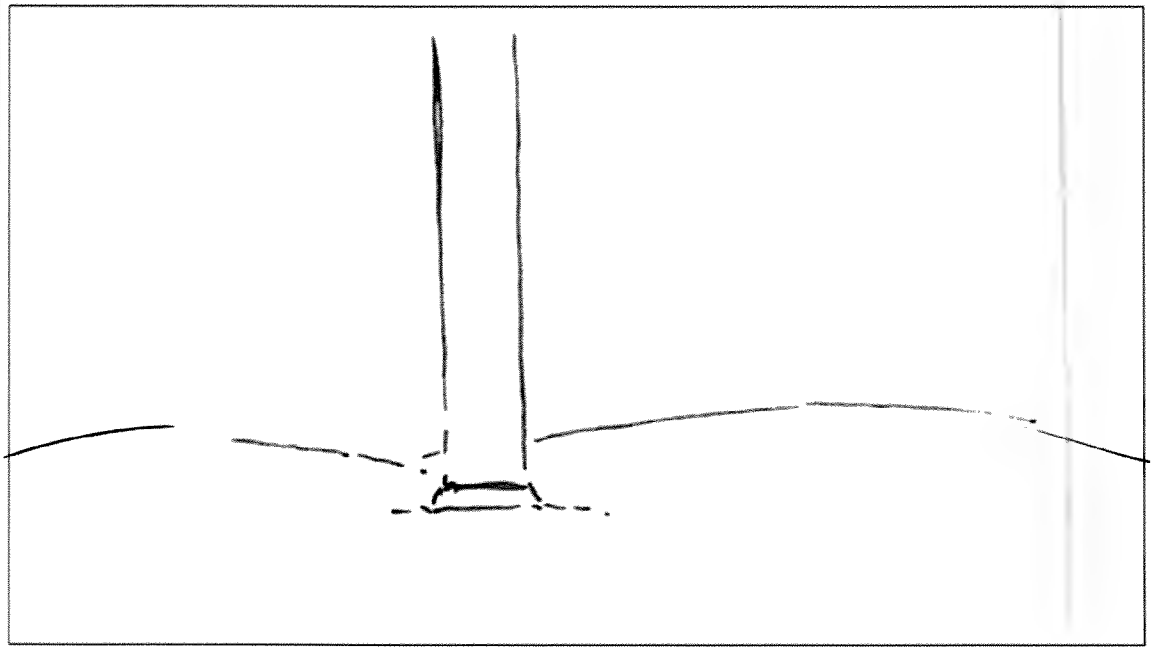
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1020-007

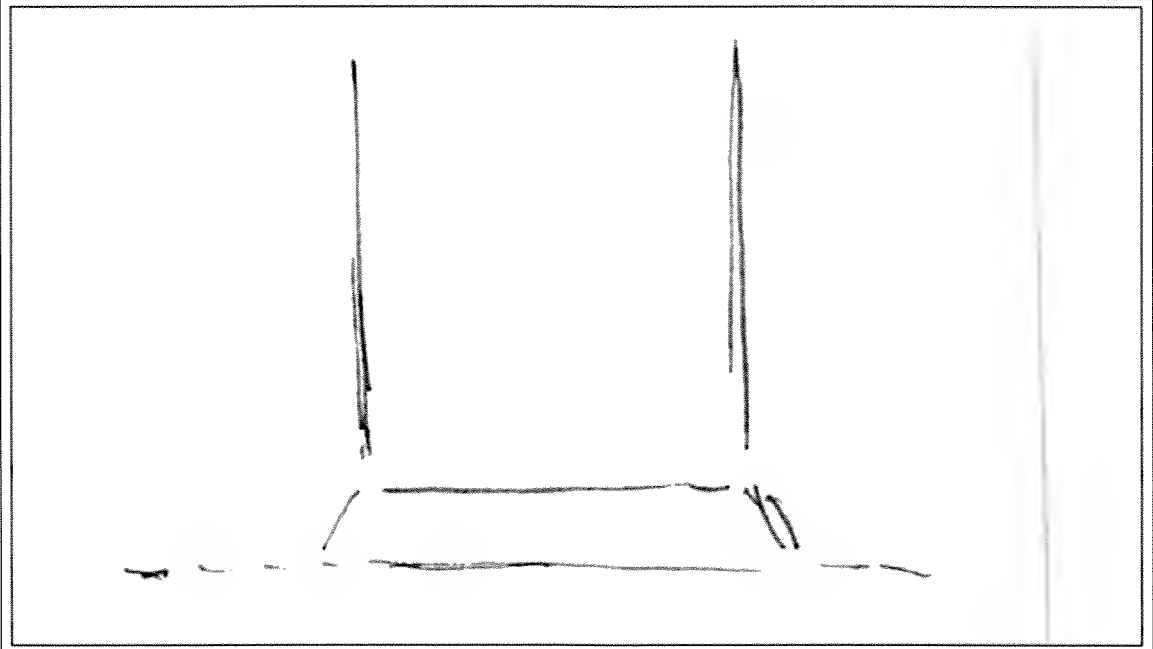
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Scene	Panel
14	<i>cont</i>
2	



Slugging  
0.11

Scene	Panel
14_A	<i>1</i>
—	



Slugging  
0.13

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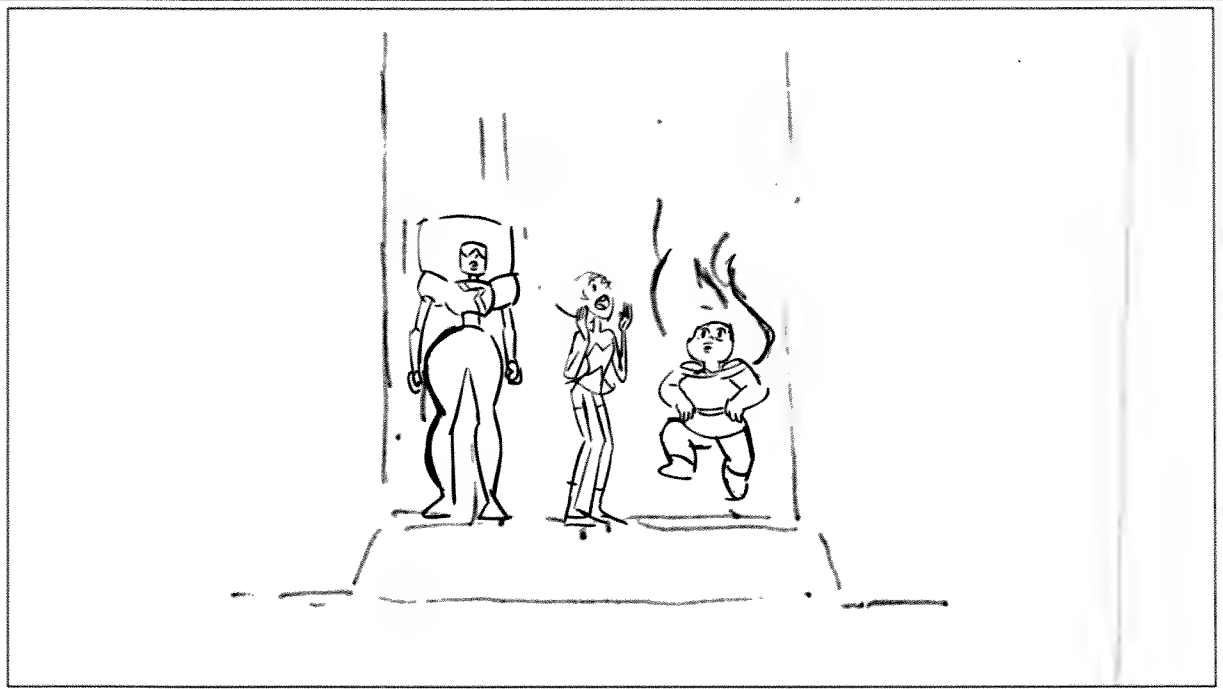
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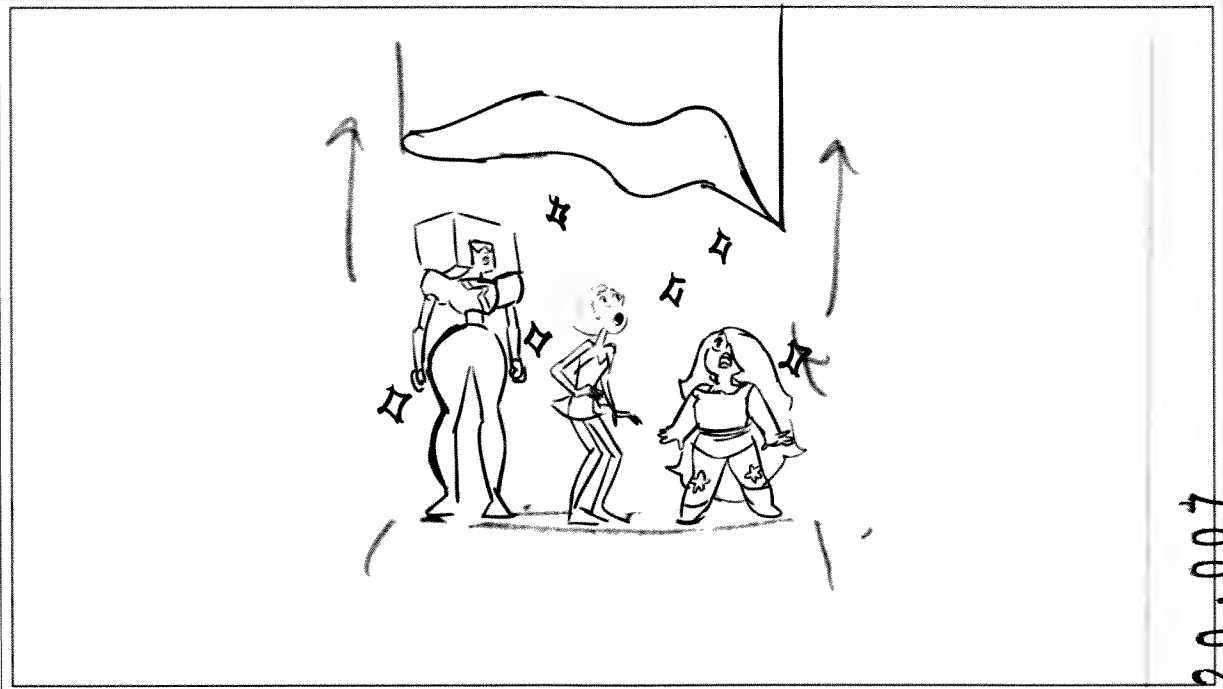


Scene 14\_A Panel 2



Slugging  
0.06

Scene 14\_A Panel 3



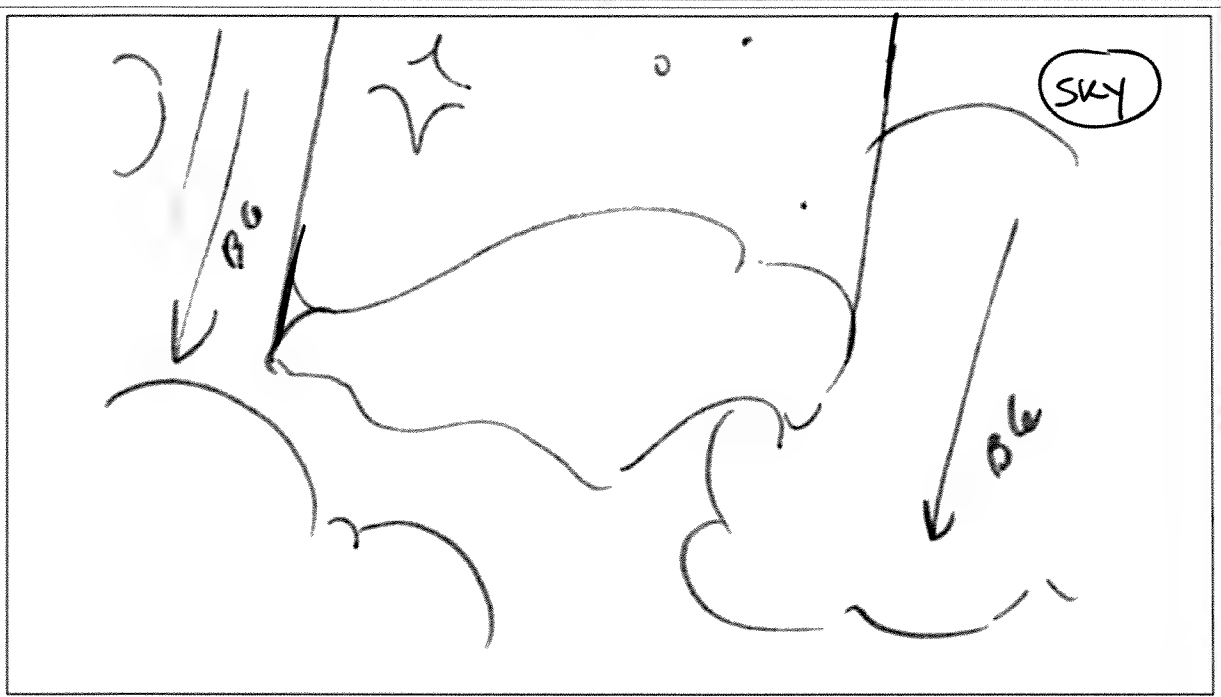
Dialog  
PEARL: ...HURT!

Action Notes  
Beam heads up.

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Slugging  
1.10

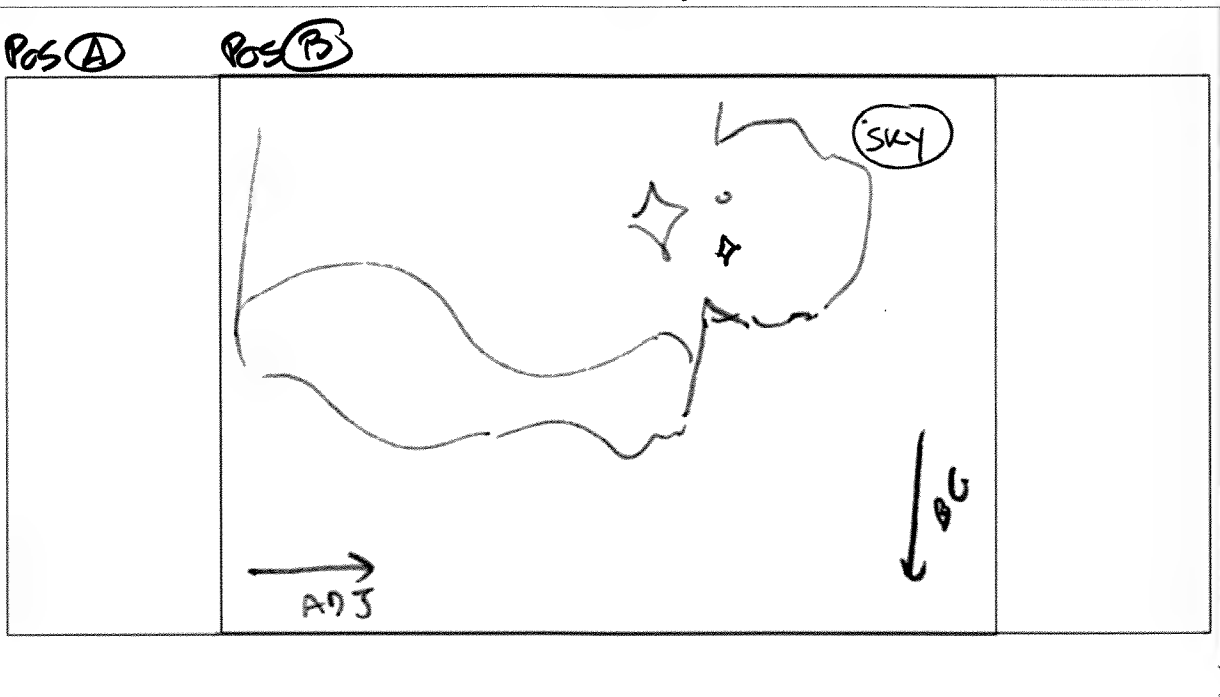
Scene	Panel
15	1



Action Notes  
Background moves down.

Slugging  
1.03

Scene	Panel
15	2



Action Notes  
Background moves down.

Slugging  
ADJ: 0.04

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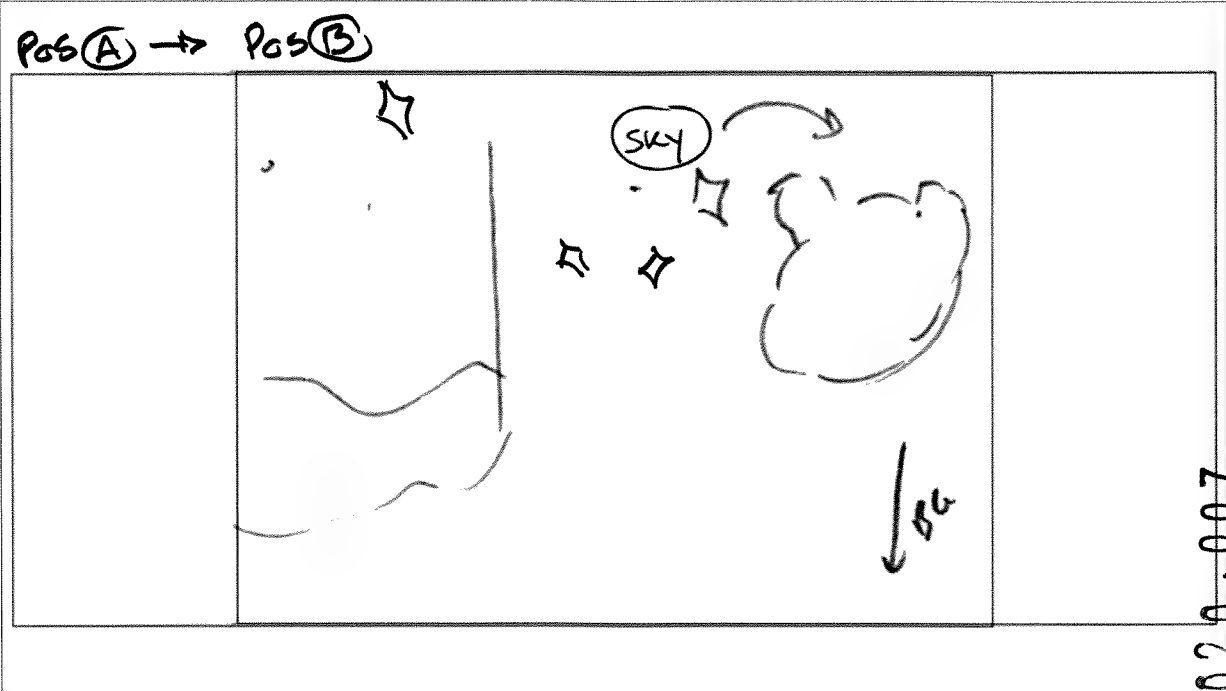
Scene Panel  
15 *CONT* 3



Action Notes  
Background moves down.

Slugging  
0.04

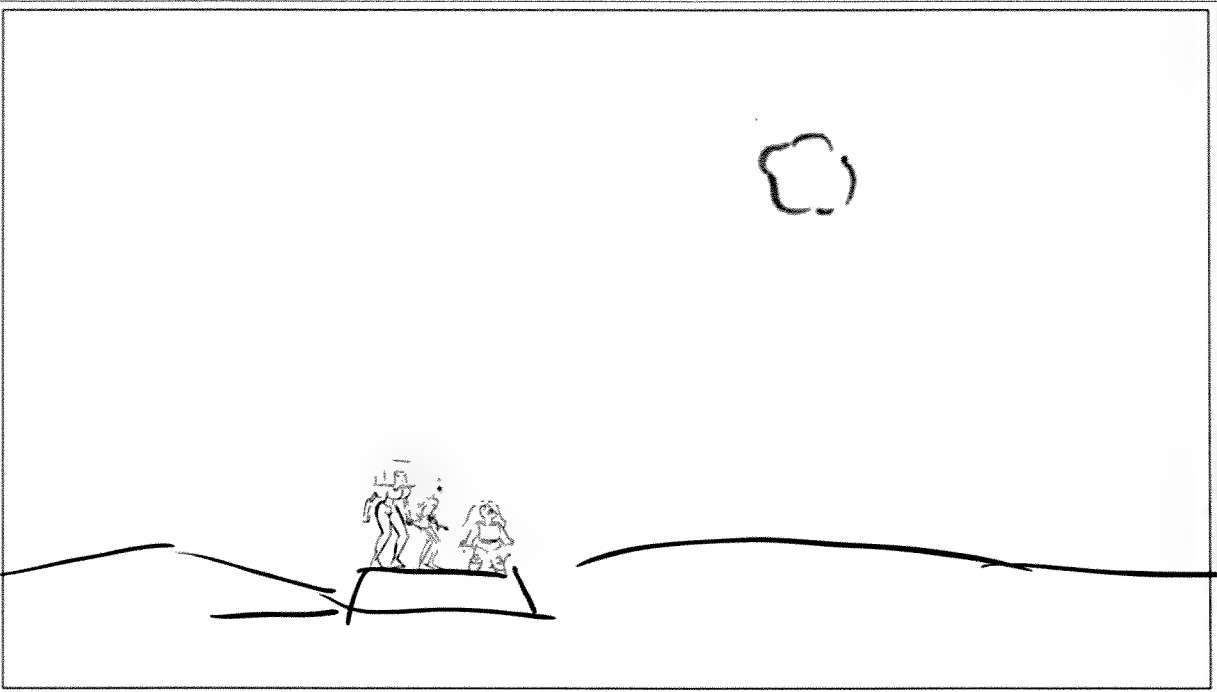
Scene Panel  
15 *CONT* 4



Action Notes  
Background moves down.

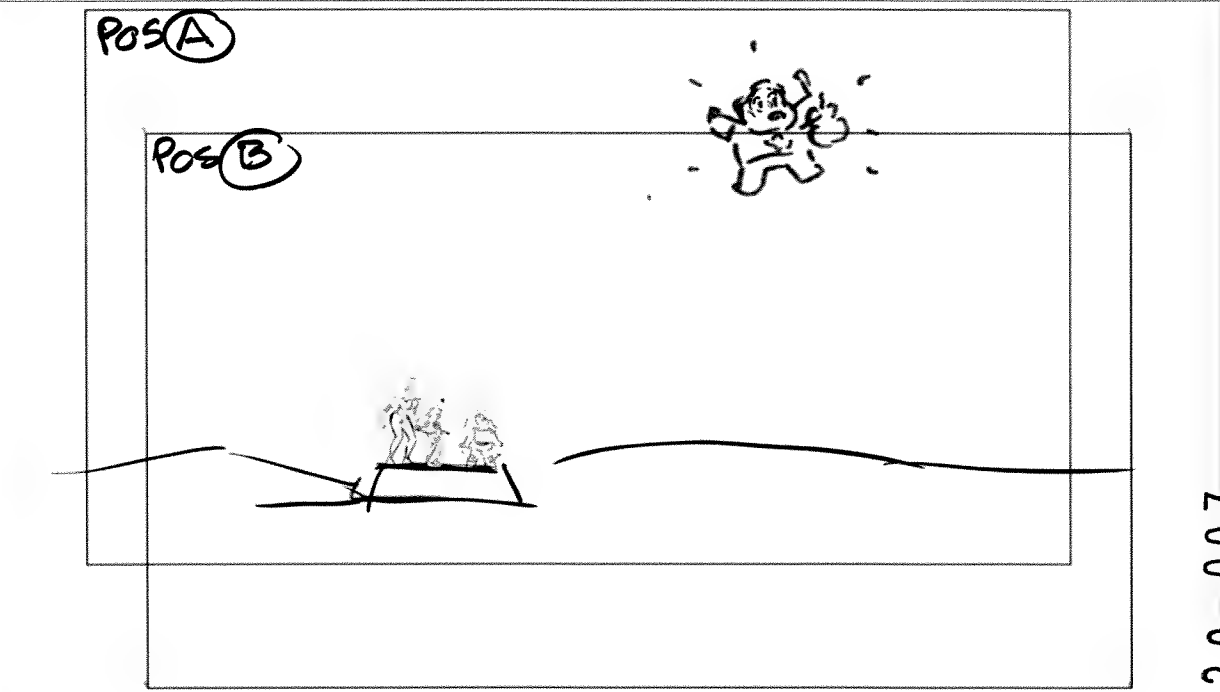
Slugging  
ADJ: 0.08  
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Scene	Panel
16	1



Slugging  
0.12

Scene	Panel
16	2



Action Notes  
pan

Slugging  
1.11  
HOLD then ADJ.

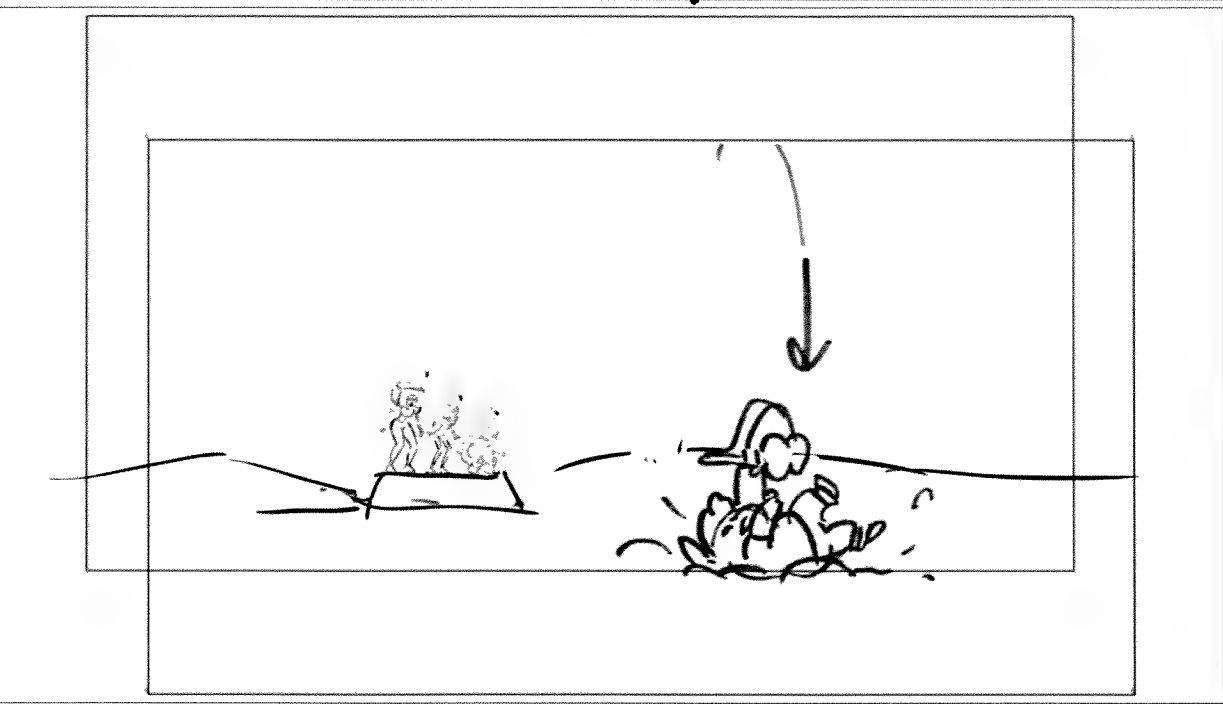
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Scene 16 Panel 3

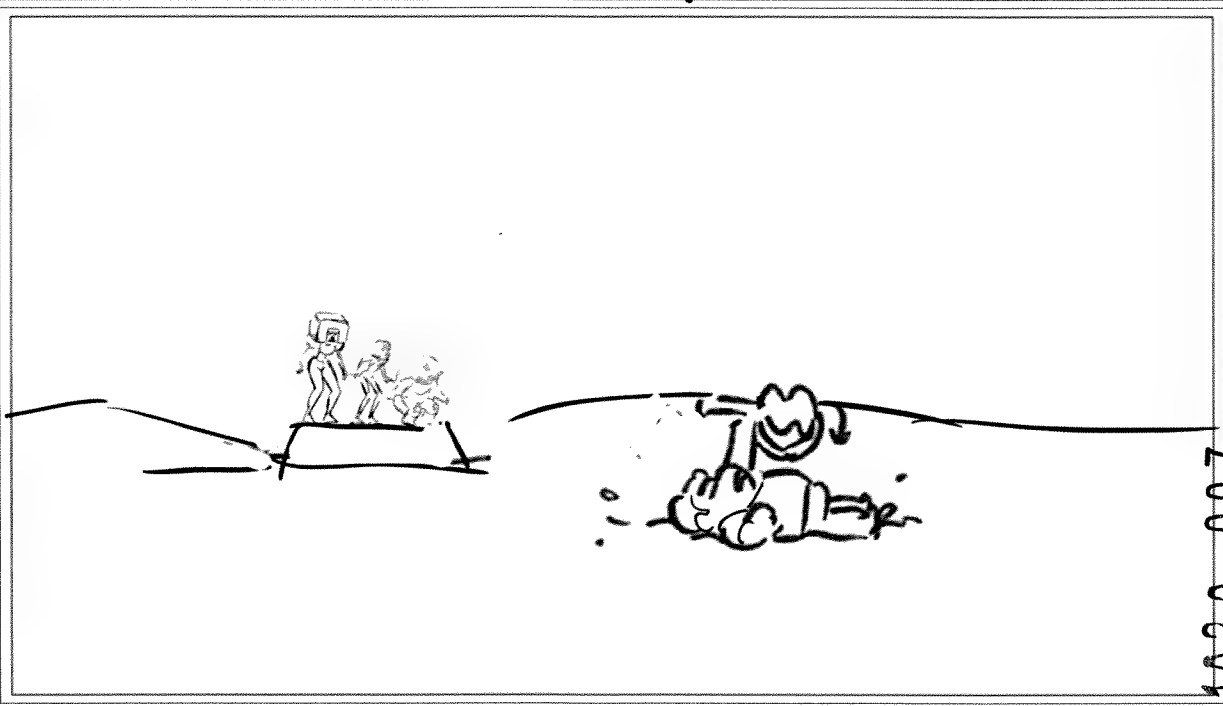


Dialog  
STEVEN: <FALLS ON THE GROUND>

Action Notes  
pan

Slugging  
ADJ: 0.10

Scene 16 Panel 4



Dialog  
GARNET / AMETHYST / PEARL: (\*REACTION TO STEVEN HITTING THE GROUND) !!!

Slugging  
1.05

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Scene	Panel
17	1



Slugging  
2.13

Scene	Panel
17	2



Slugging  
0.10

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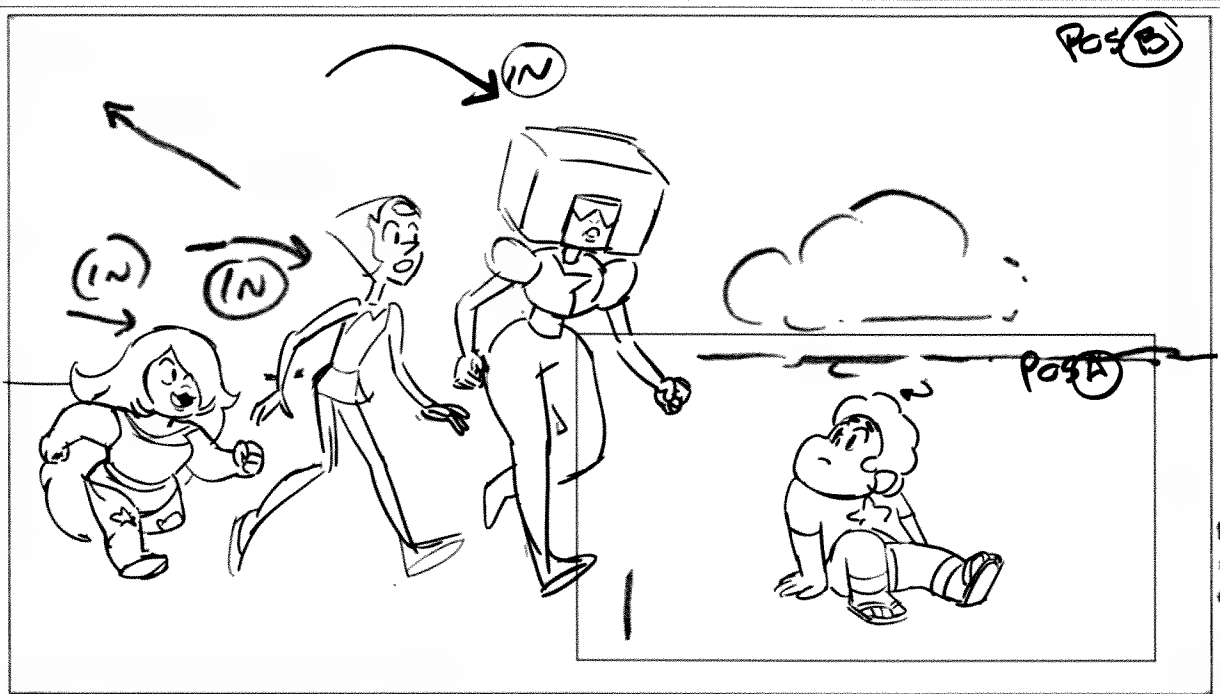
Scene 17 **CONT** Panel 3



Dialog  
STEVEN: <STRUGGLES TO GET UP>

Slugging  
1.02

Scene 17 **CONT** Panel 4

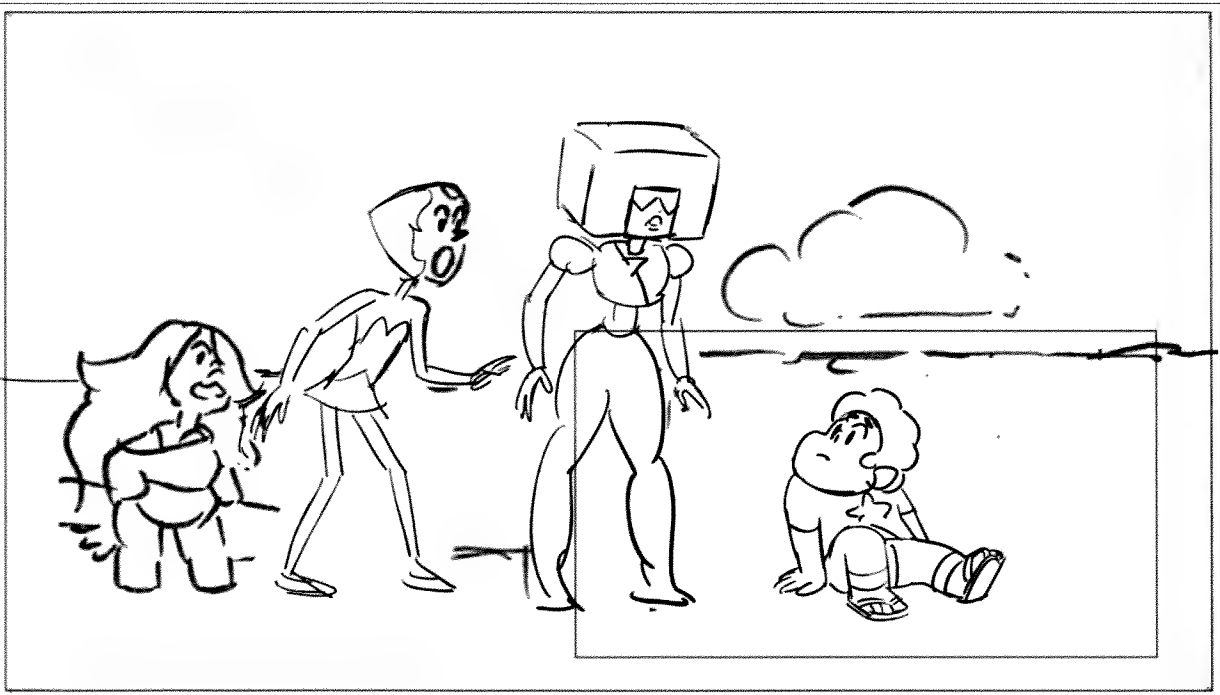


Action Notes  
widen

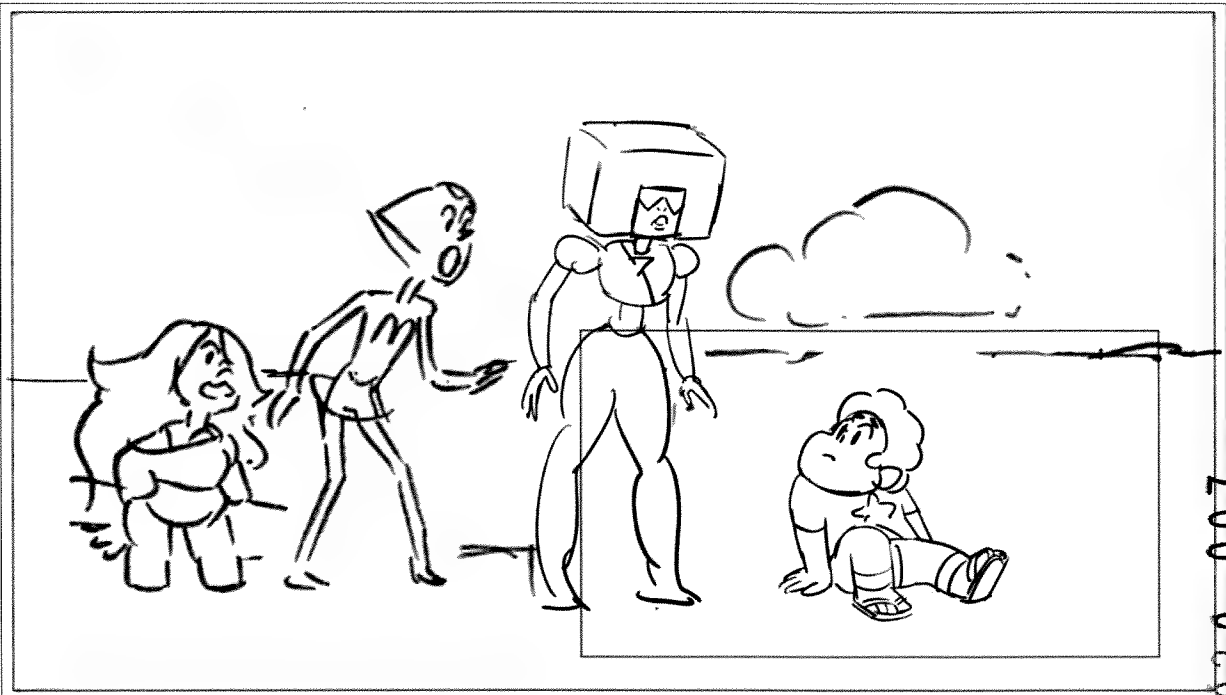
Slugging  
Panels 1 to 3 =  
HOLD: 0.11  
Then ADJ: 0.05  
Then HOLD: 1.03

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Scene Panel  
17 CONT 5



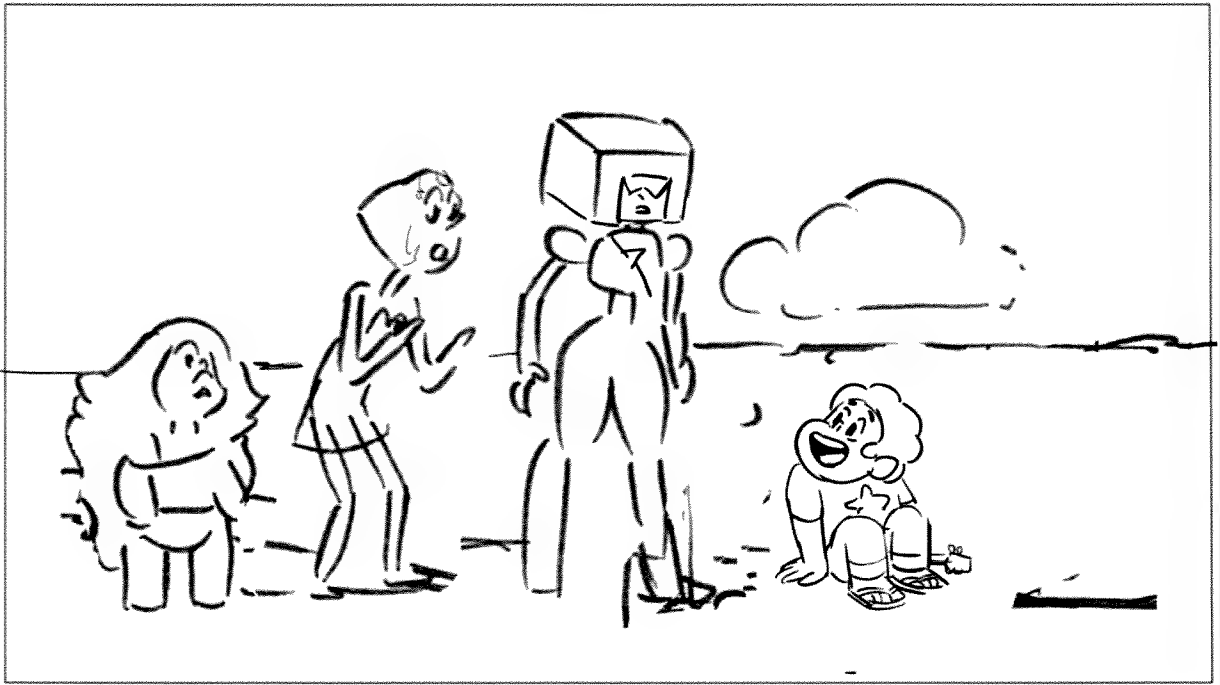
Scene Panel  
17 CONT 6



Dialog  
PEARL: STEVEN -- ARE YOU --

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Scene 17 cont Panel 7

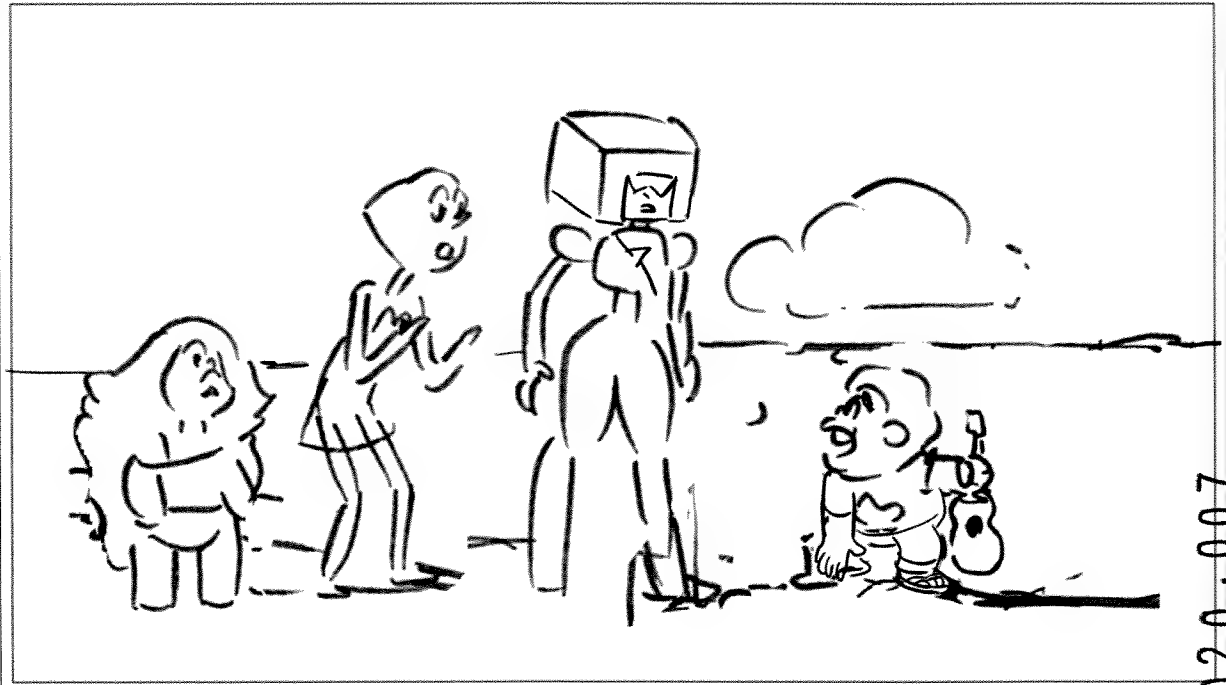


Dialog  
STEVEN: I'M FINE!!

Slugging  
Panels 4 to 6 = 2.14

Notes  
Steven is tiny in this shot.

Scene 17 cont Panel 8



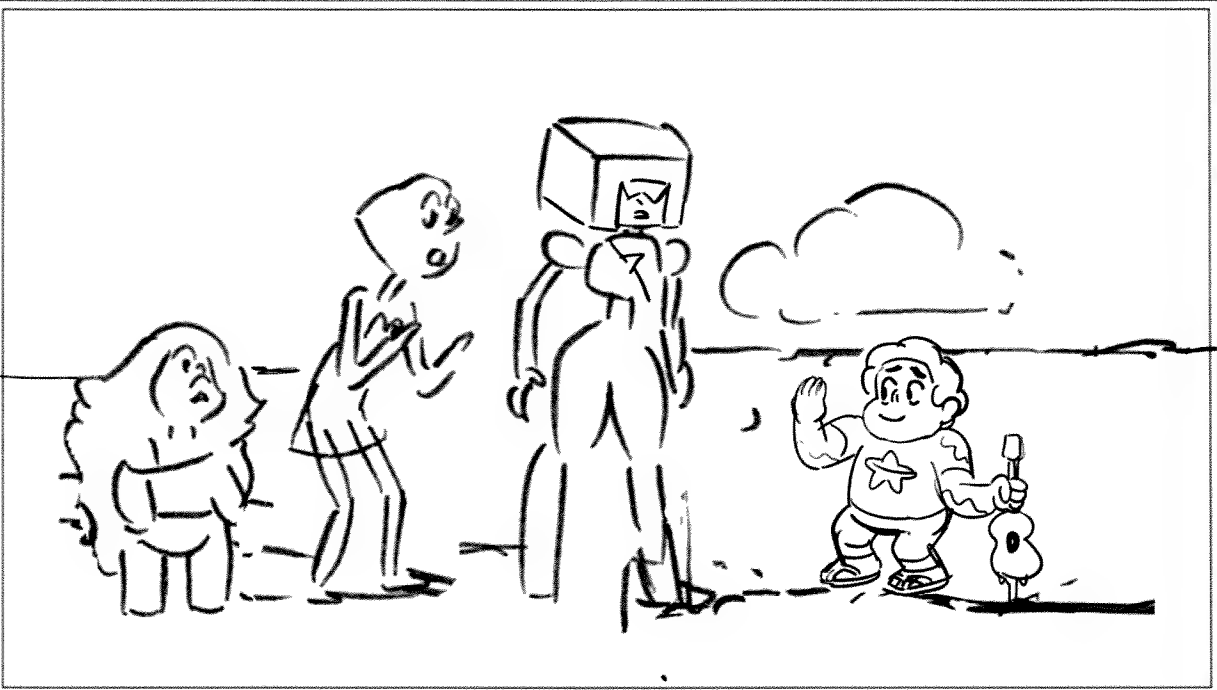
Dialog  
STEVEN: I'M GOOD!!

Notes  
Steven is tiny in this shot.

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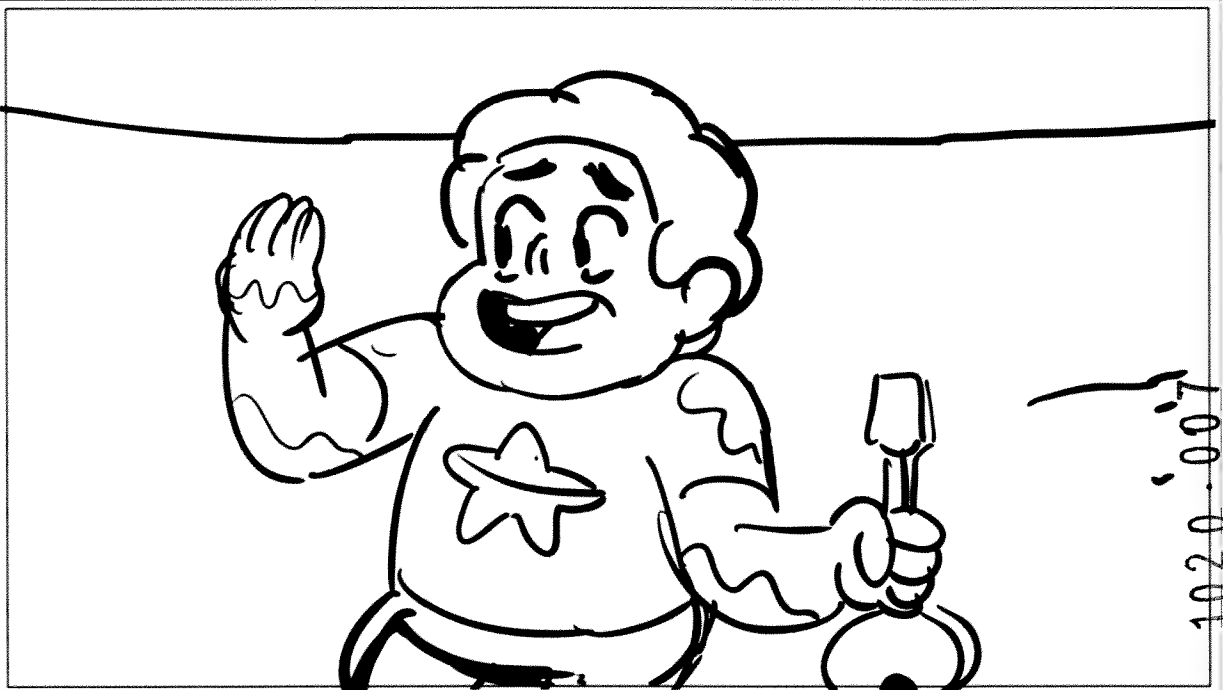
NO SC  
18

Scene 17 *cont* Panel 9



Notes  
Steven is tiny in this shot.

Scene 19 Panel 1

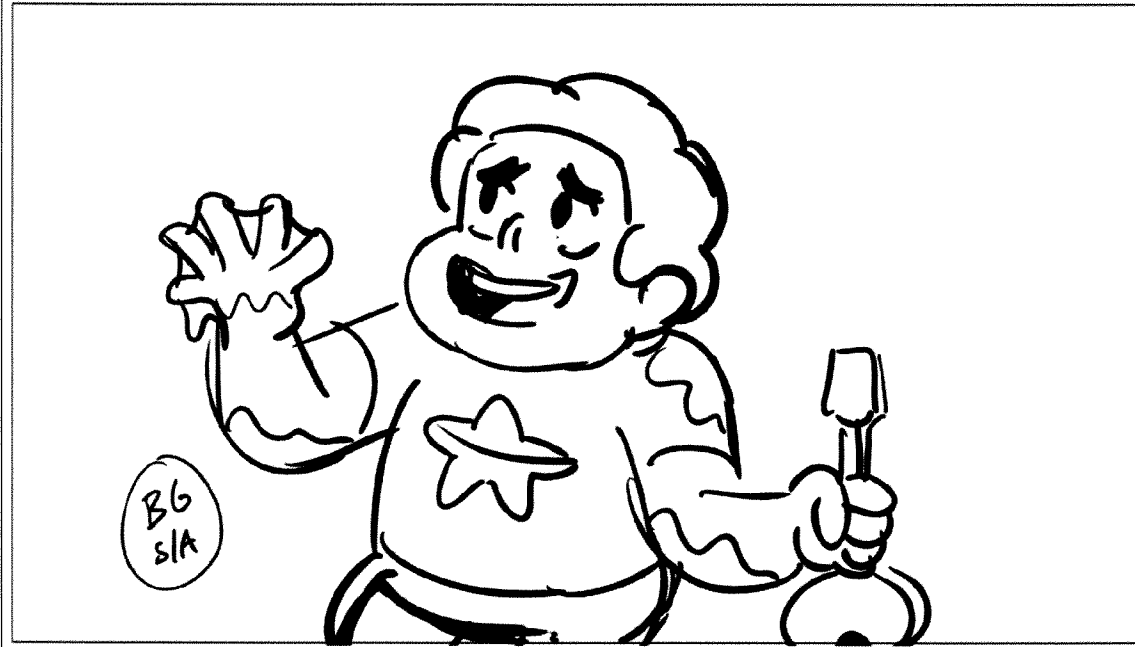


Dialog  
STEVEN: I'M JUST

Slugging  
Panels 1 to 3 = 2.15

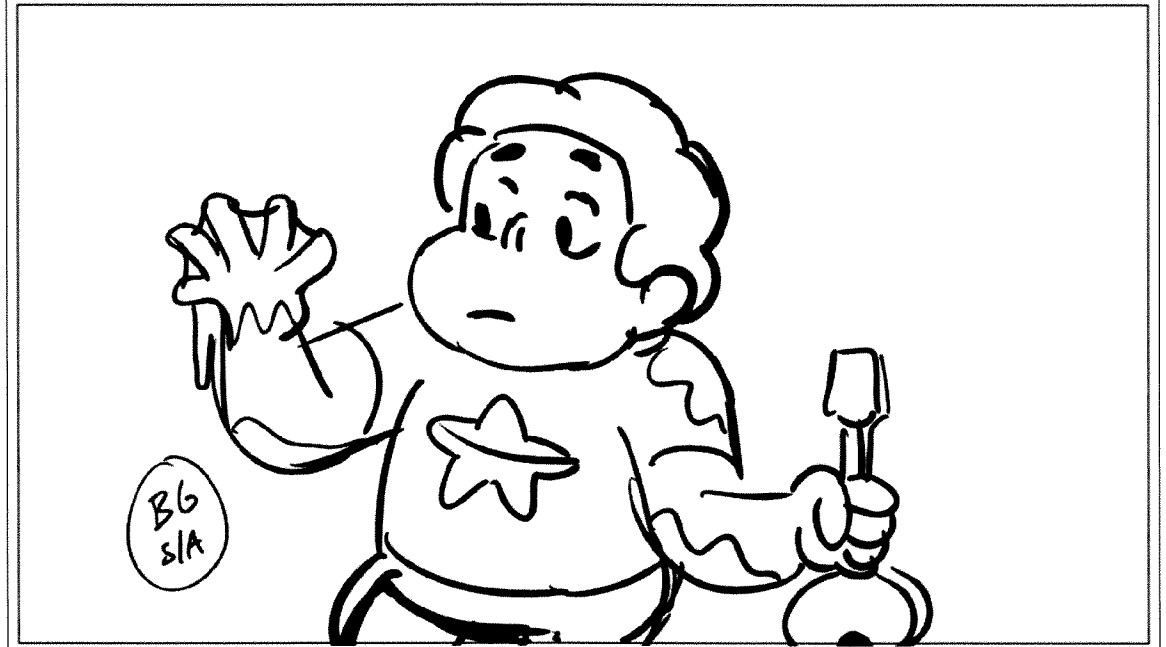
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Scene	Panel
19	<i>CONT</i>



Dialog  
STEVEN: GOOEY

Scene	Panel
19	<i>CONT</i>



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1020-007

Scene	Panel
19	cont
4	



Dialog

STEVEN: MMMM!

Action Notes

(\*LICKING FRUIT GOO OFF HIS ARM)

Slugging

1.09

Scene	Panel
19	cont
5	



Slugging

1.08

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Scene 19 Panel 6



Slugging  
0.02

Scene 19 Panel 7



Dialog  
STEVEN: AH HH

Slugging  
1.11

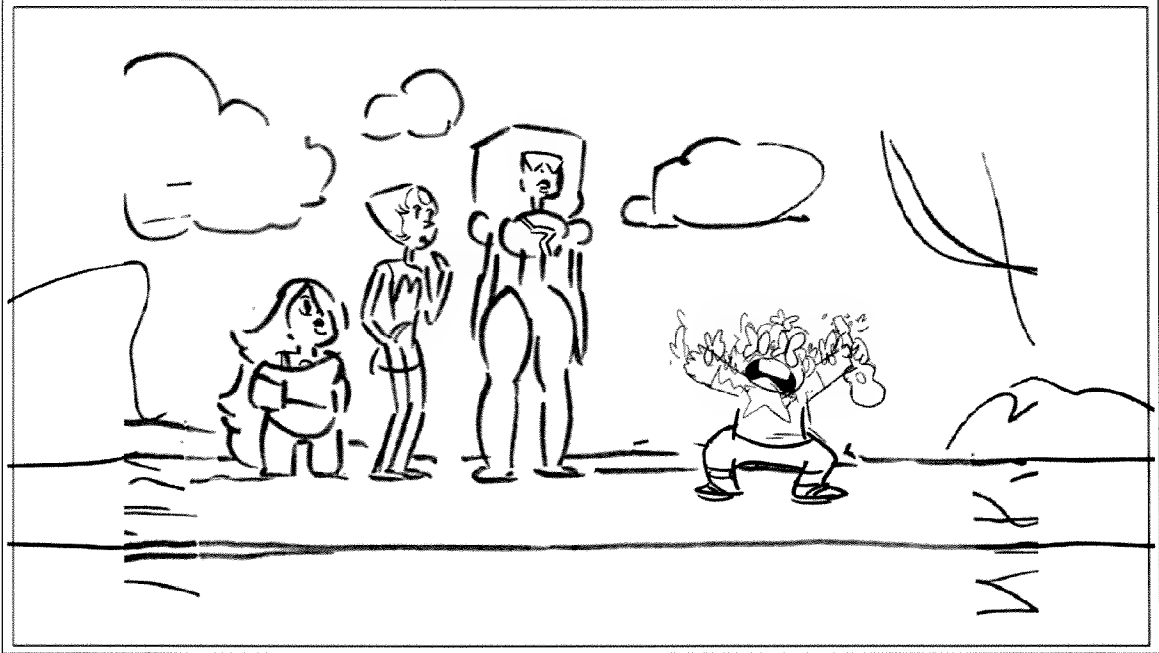
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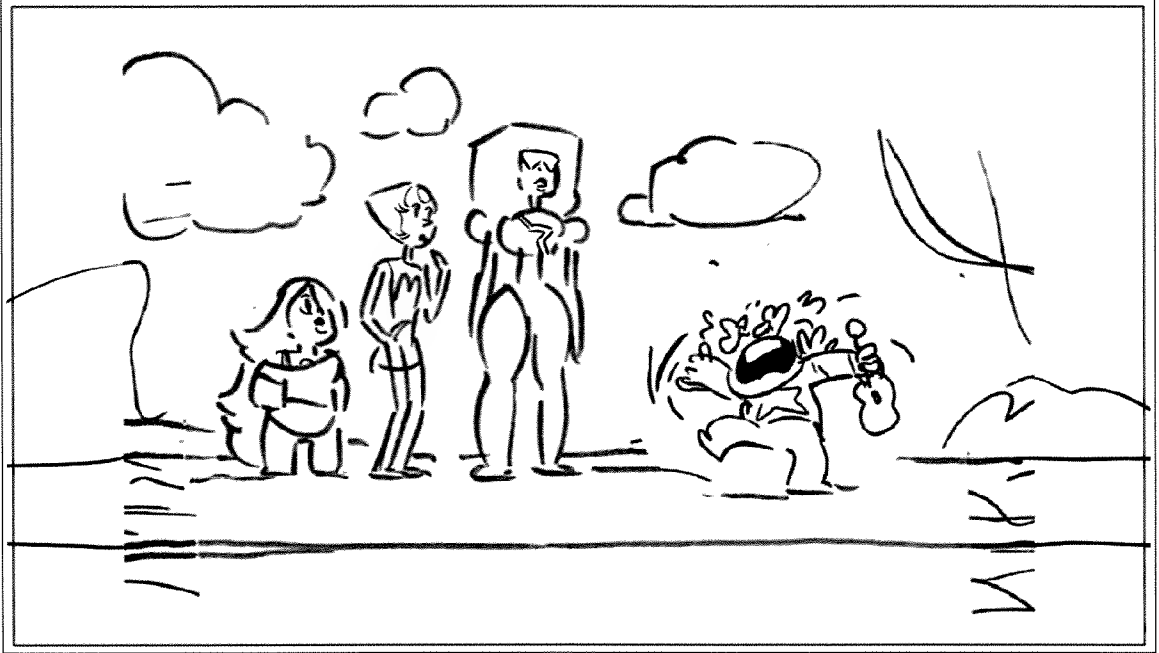
Scene	Panel
20	1



Dialog  
STEVEN: AHHH THEY'RE IN MY EYES!!

Slugging  
Panel 1 + 2 = 3.04

Scene	Panel
20	2



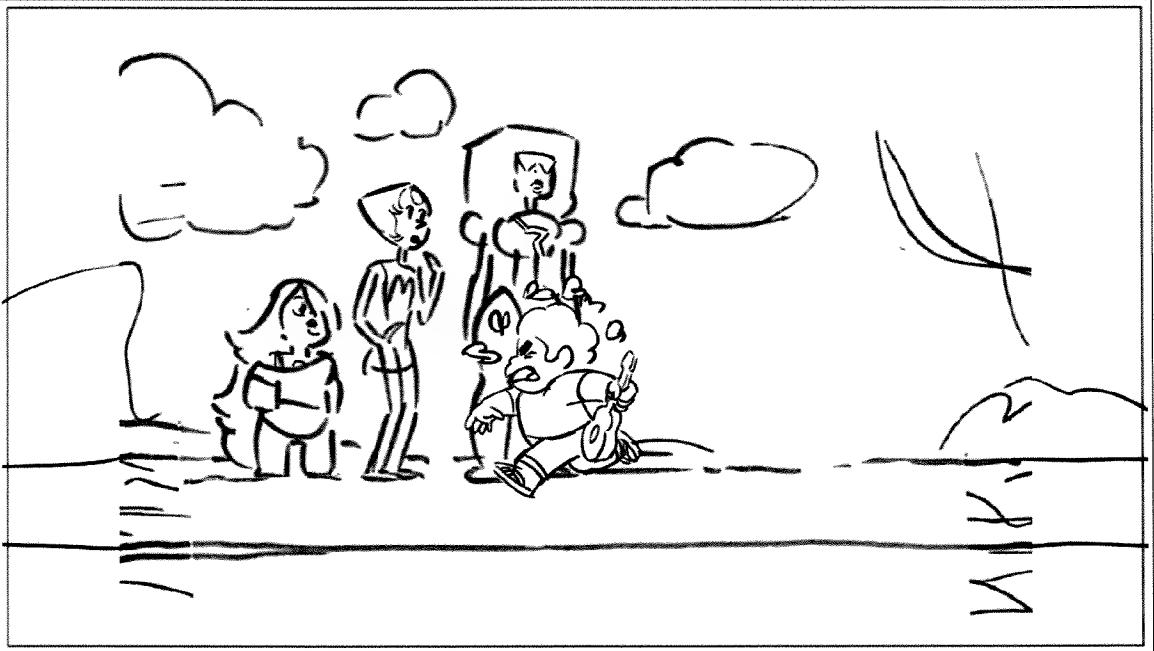
Dialog  
STEVEN: WWAAAGH!!!

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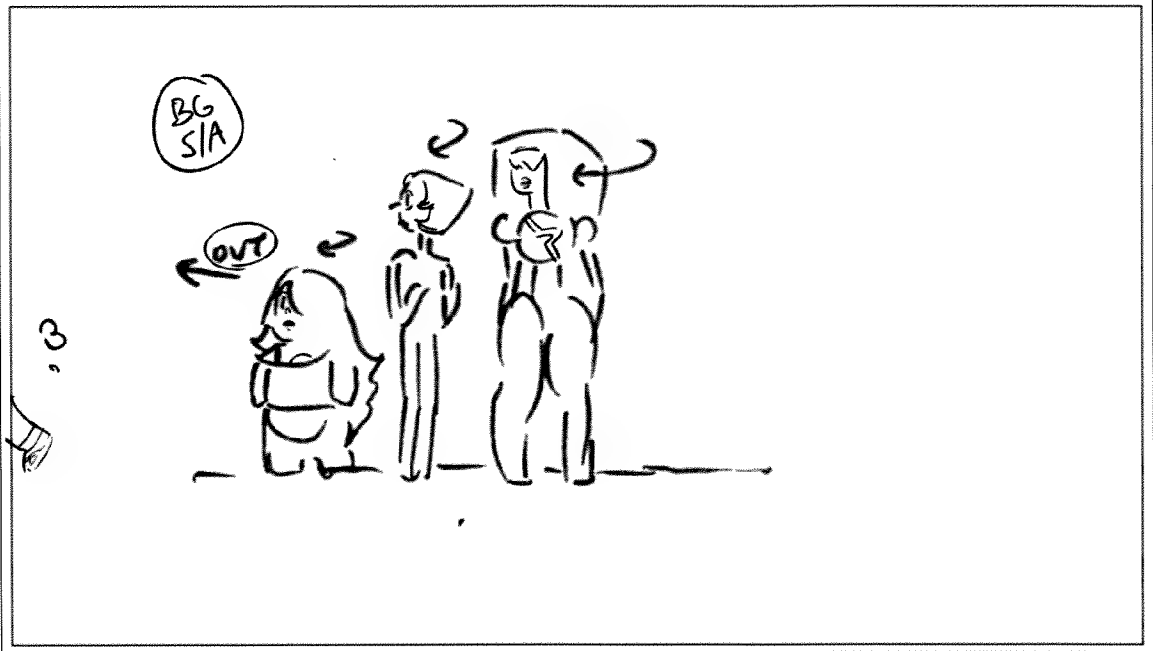
Scene 20 Panel 3



Dialog  
STEVEN: WWAAAGH!!!

Slugging  
2.06

Scene 20 Panel 4



Slugging  
1.15

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Scene	Panel
20	5



Dialog

STEVEN: WWAAAGH!!!

Slugging

0.08

Scene	Panel
20	6



Dialog

STEVEN: WWAAAGH!!!

Slugging

0.09

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Scene	Panel
20	7



Dialog

STEVEN: BWAAAGH!!!

Slugging

1.11

Scene	Panel
20	8



Slugging

0.04

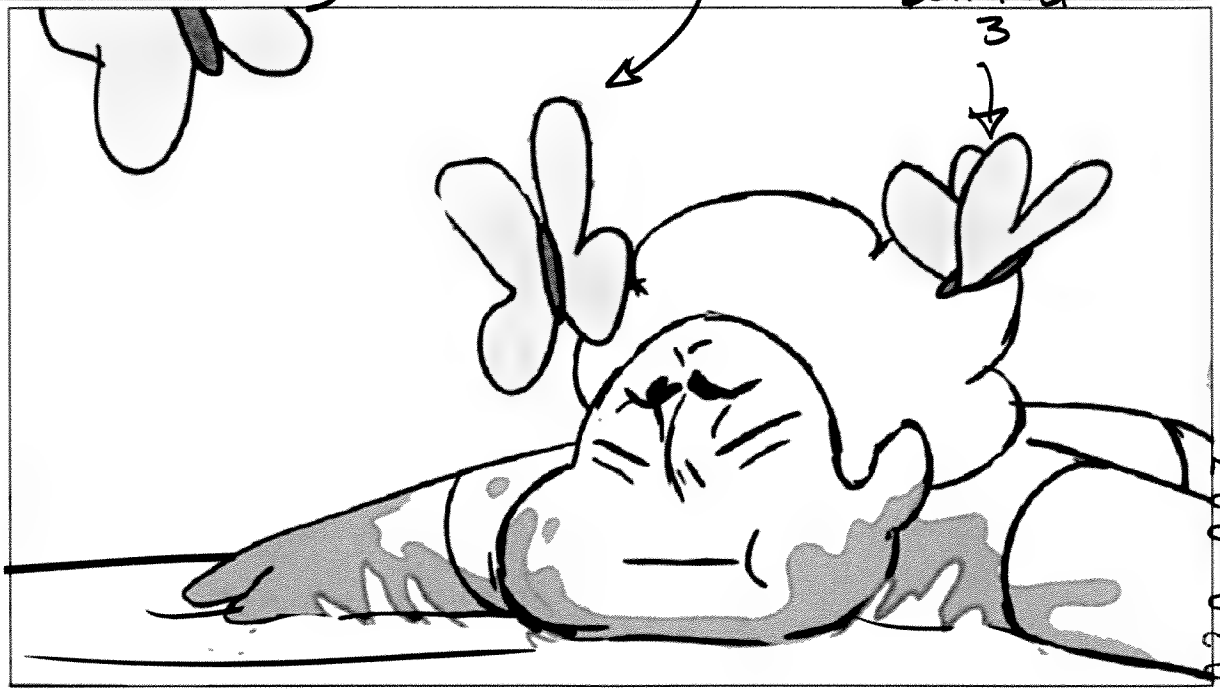
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Scene Panel  
20 *CONT* 9



Slugging  
1.05

Scene Panel  
*BUTTERFLY* 21 *BUTTERFLY 2* 1



Slugging  
0.11

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Scene	Panel
	21 <i>cont</i>
	2



Slugging  
0.02

Scene	Panel
	21 <i>cont</i>
	3



Slugging  
0.02

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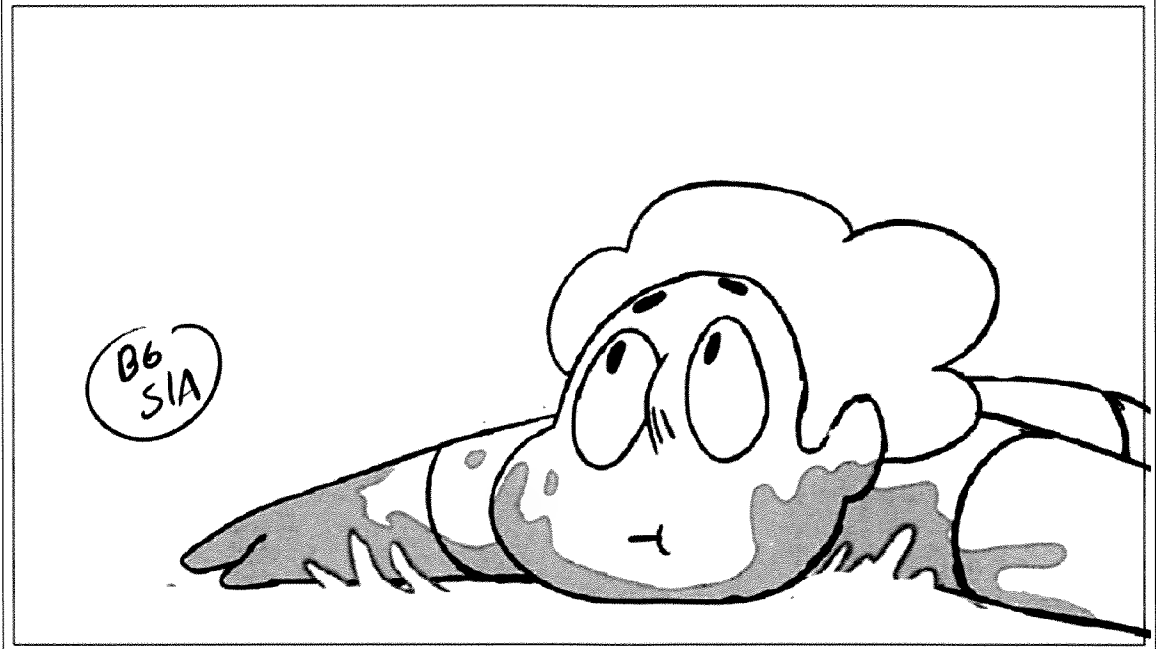
1020-007

Scene	Panel
21	<i>cont</i> 4



Slugging  
0.15

Scene	Panel
21	<i>cont</i> 5



Slugging  
0.15

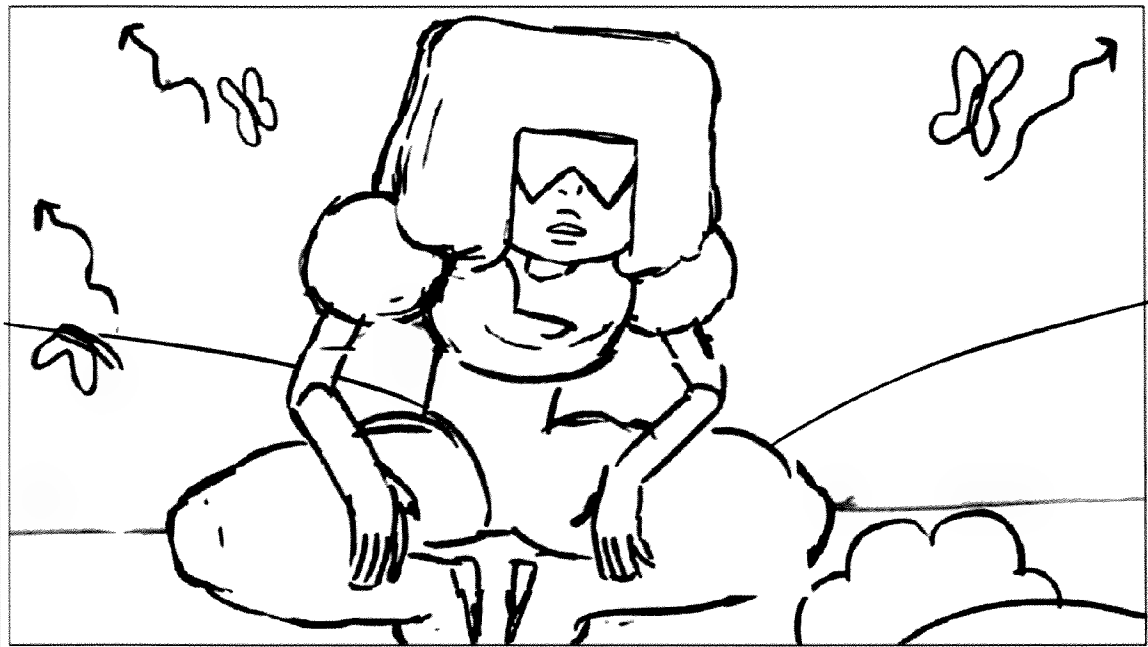
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Scene	Panel
22	1



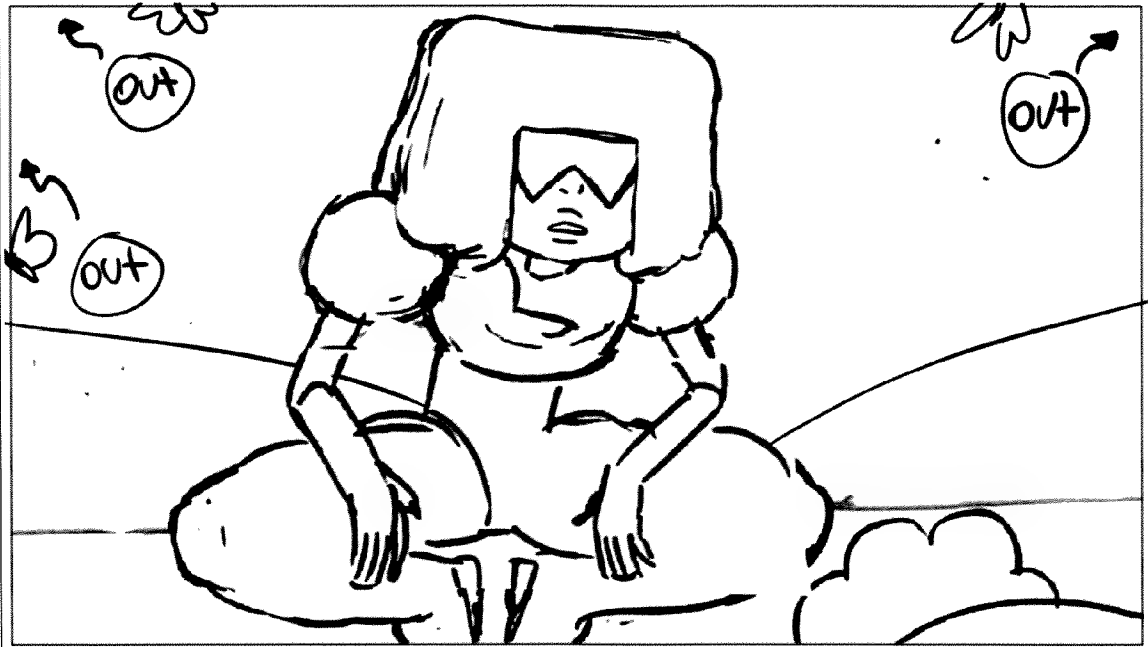
Dialog

GARNET: THEY'RE JUST BUTTERFLIES, STEVEN.

Slugging

Panel 1 + 2 = 3.07

Scene	Panel
22	2



Action Notes

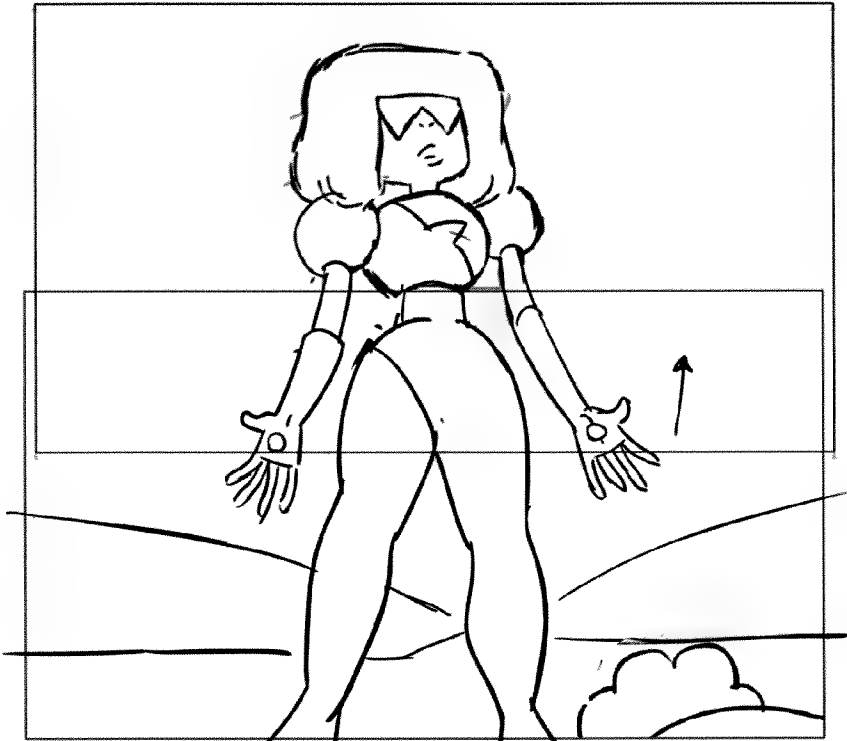
Butterflies o.s.

JUN 10 2013



Scene	Panel	
	22	3

*cut*



Action Notes  
Adjust camera as Garnet gets up.

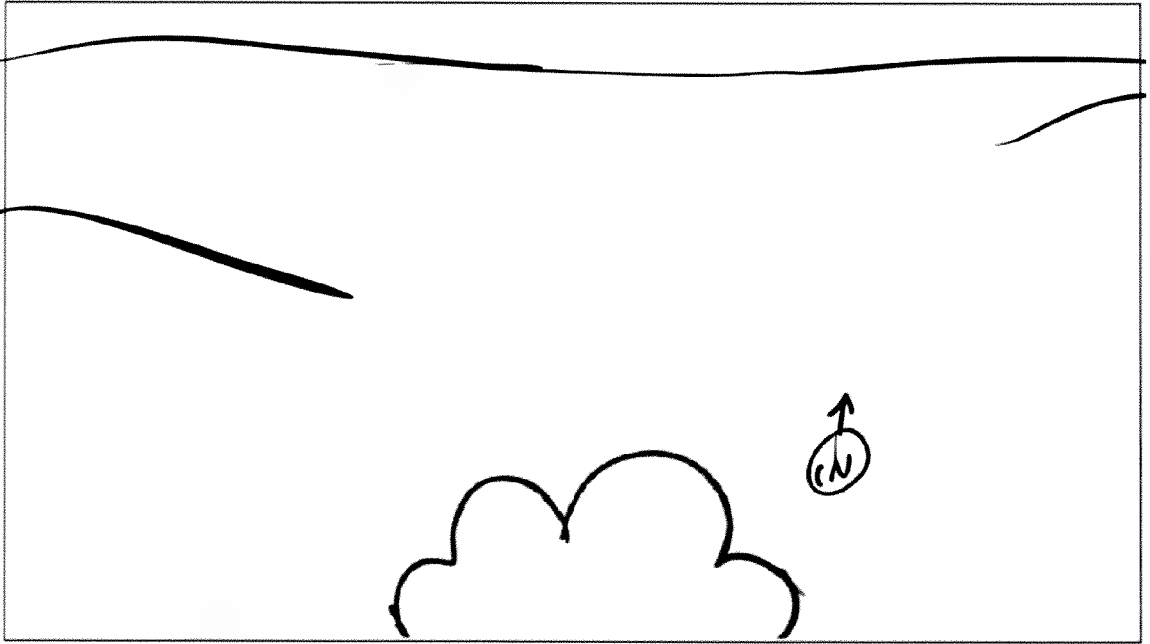
Slugging  
1.00  
ADJ then HOLD.


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1020.007

1020.007

Scene	Panel
23	1
	
<p>Action Notes</p> <p>Steven in</p>	
<p>Slugging</p> <p>0.04</p>	

Scene	Panel
23	2
	
<p>Dialog</p> <p>STEVEN: HA! WELL THEY LOOKED A LOT BIGGER WHEN THEY WERE ON MY EYEBALLS.</p>	
<p>Slugging</p> <p>6.08</p> <p>JUN 10 2013</p>	

1020.007

1020.007

1020.007

Scene Panel  
23 *adwt* 3



Slugging  
1.02

Scene Panel  
24 1



Dialog  
AMETHYST: HAHAAHA

Slugging  
2.00

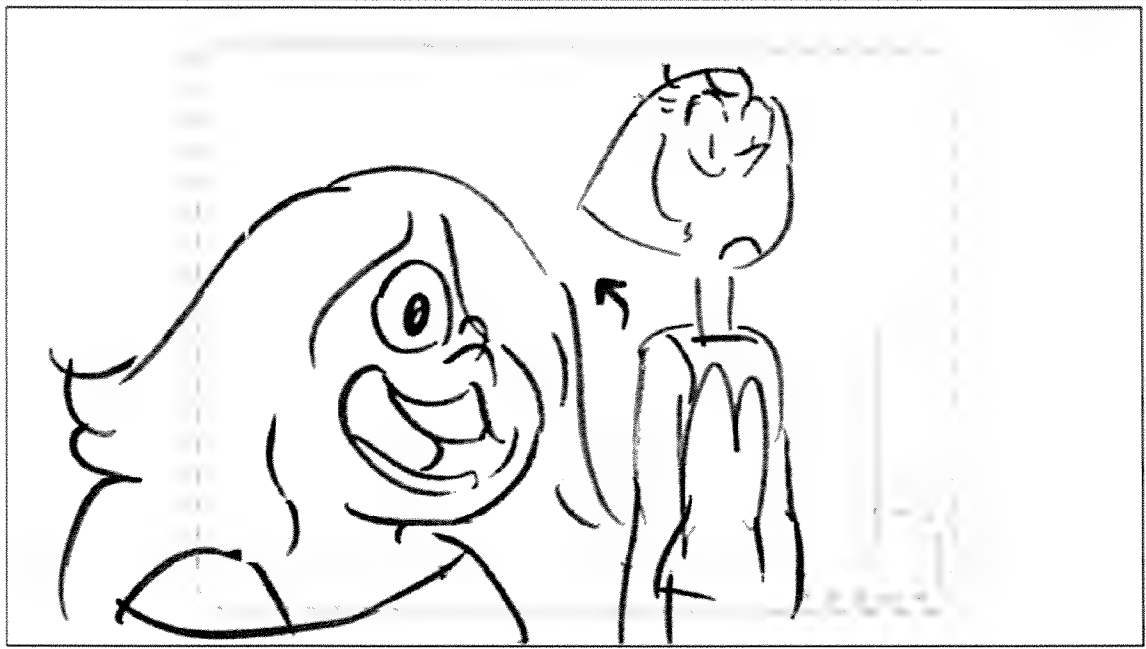
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1020-007

1020-007

Scene	Panel
24	<i>can't</i> 2



Dialog  
AMETHYST : STEVEN YOU'RE A RIOT.

Slugging  
3.09

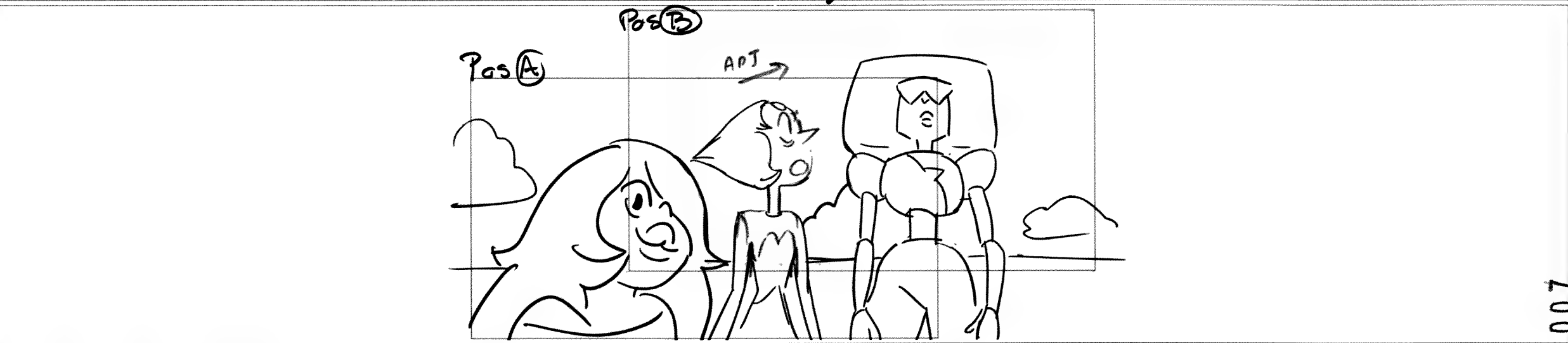
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Scene	Panel
	24 <i>cont</i>
	3



Dialog

PEARL: I'M SUDDENLY HAVING SECOND THOUGHTS

Action Notes

SLide Amethyst o.s. with pan

Slugging

Panels 3 + 4 =

HOLD: 0.06

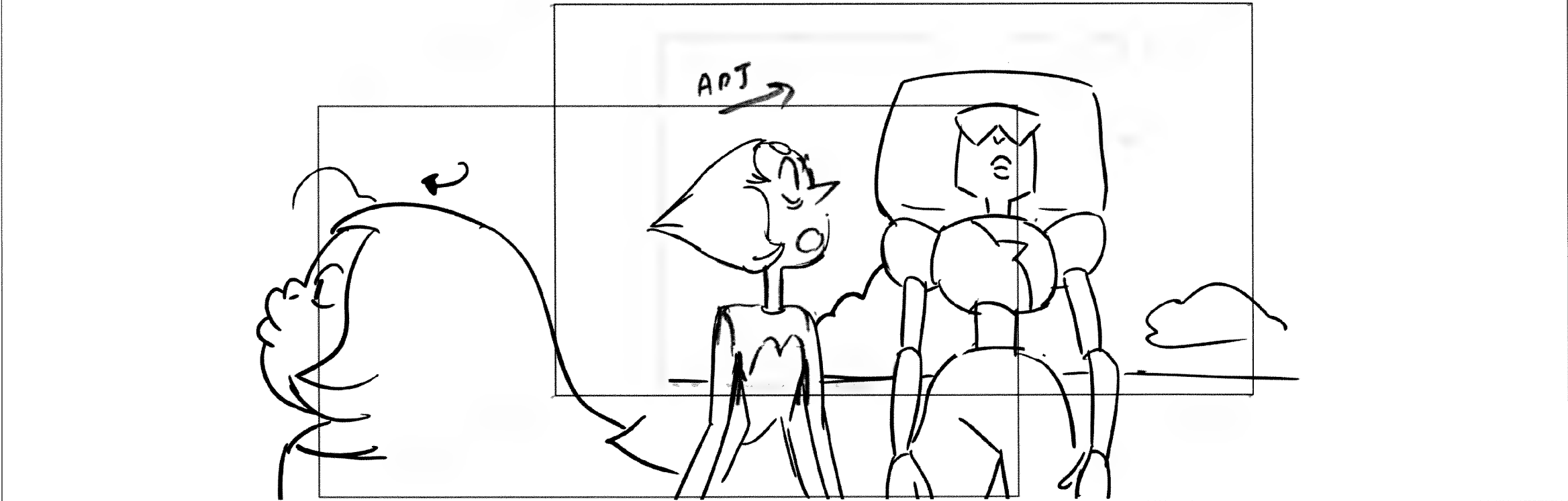
Then ADJ: 0.05

Then HOLD: 1.13

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Scene	Panel	
	24	4



Dialog

PEARL: I'M SUDDENLY HAVING SECOND THOUGHTS

Action Notes

SLide Amethyst o.s. with pan

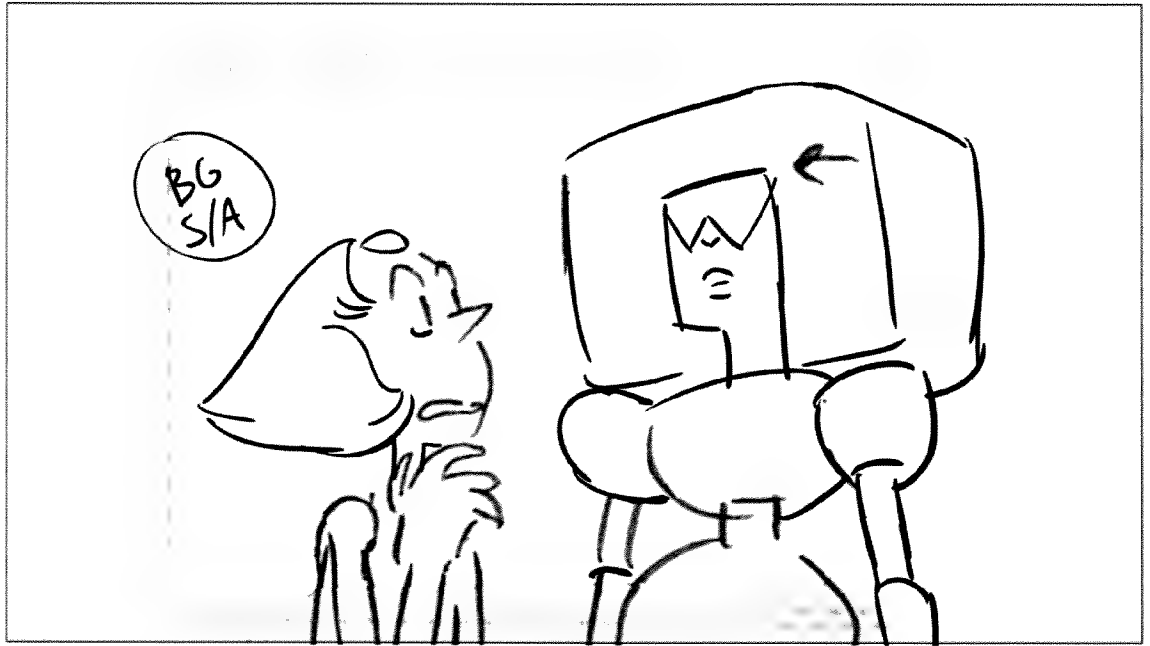
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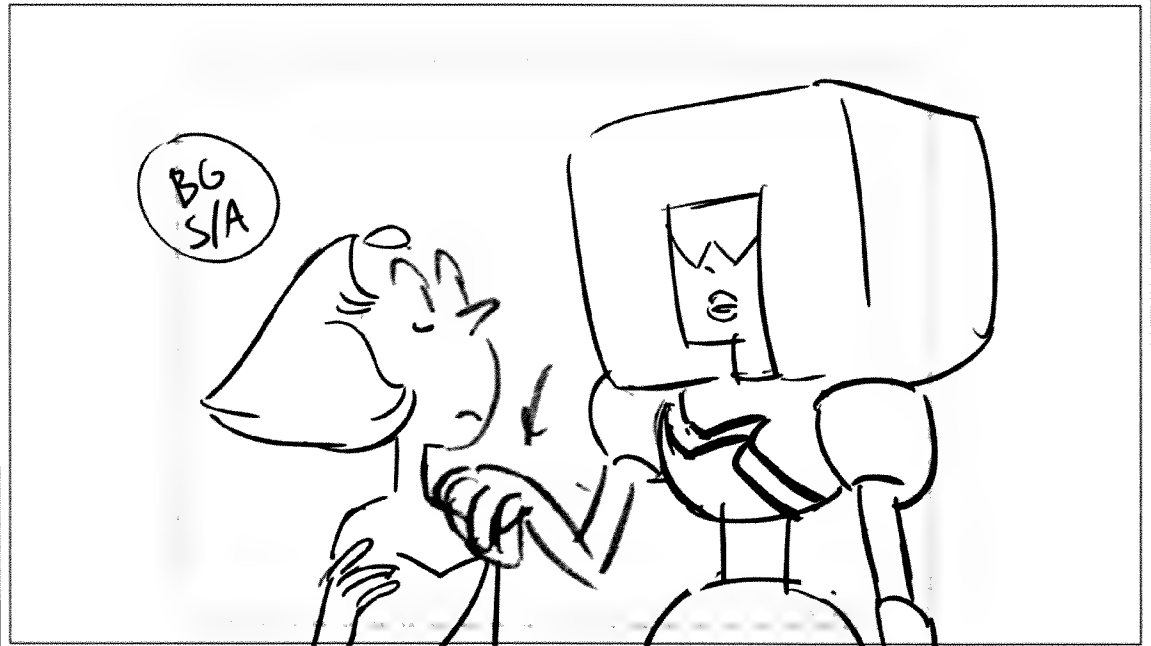
Scene	Panel
24	<i>cont</i>
5	



Dialog  
PEARL: ABOUT BRINGING STEVEN ON THIS ONE

Slugging  
2.08

Scene	Panel
24	<i>cont</i>
6	



Dialog  
GARNET: SHH.

Slugging  
1.11

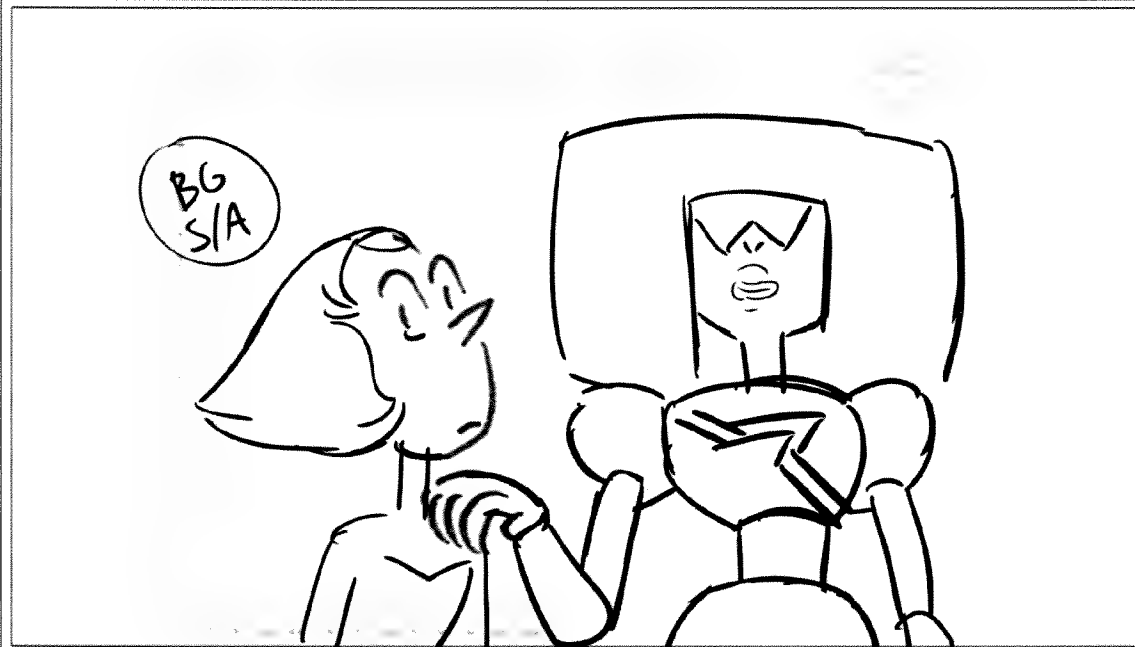
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Scene	Panel
24	cont 7



Dialog  
GARNET: JUST LOOK AT HIM

Slugging  
1.13

Scene	Panel
25	1



Slugging  
2.01

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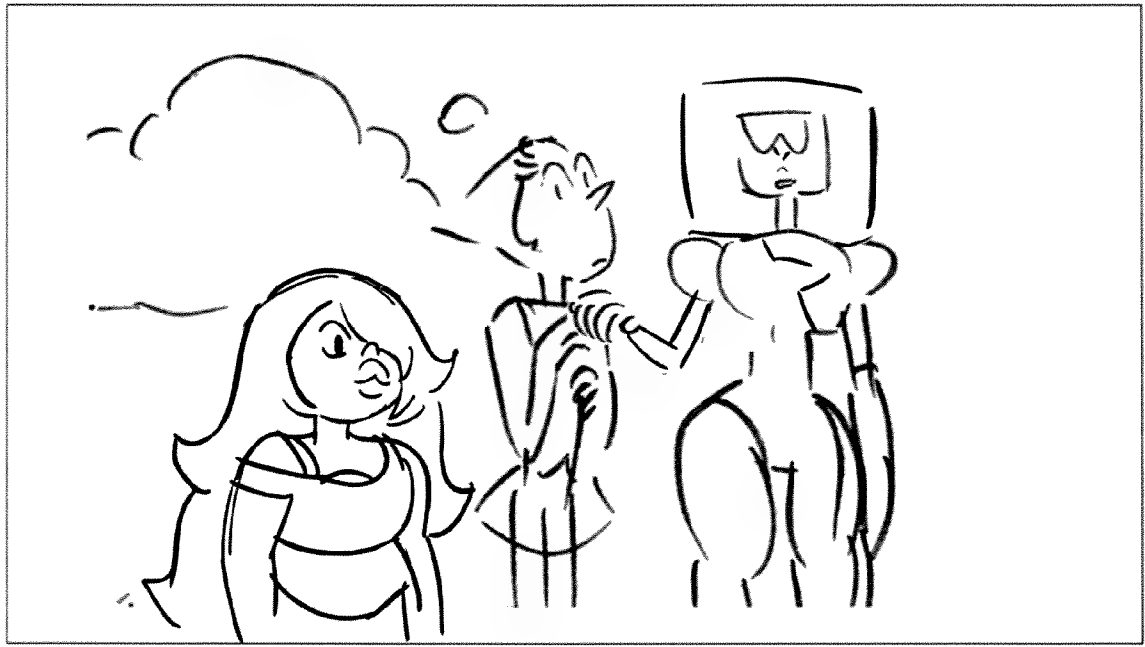
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1020-007

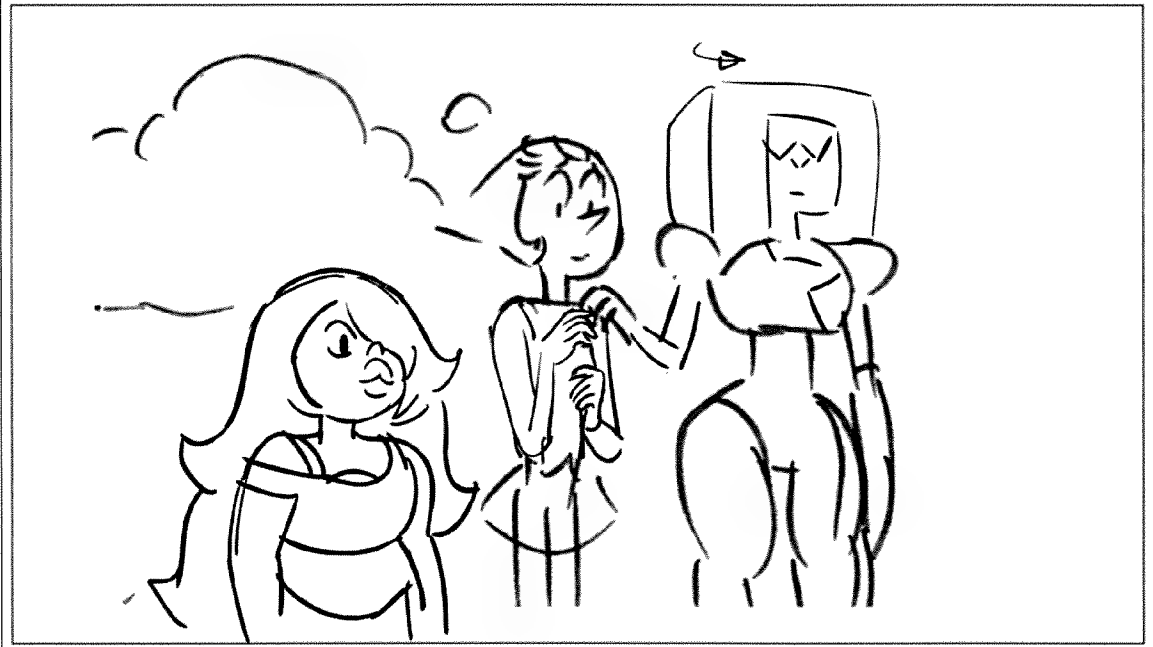


Scene	Panel
26	1



Slugging  
Panels 1 + 2 = 0.09

Scene	Panel
26	2

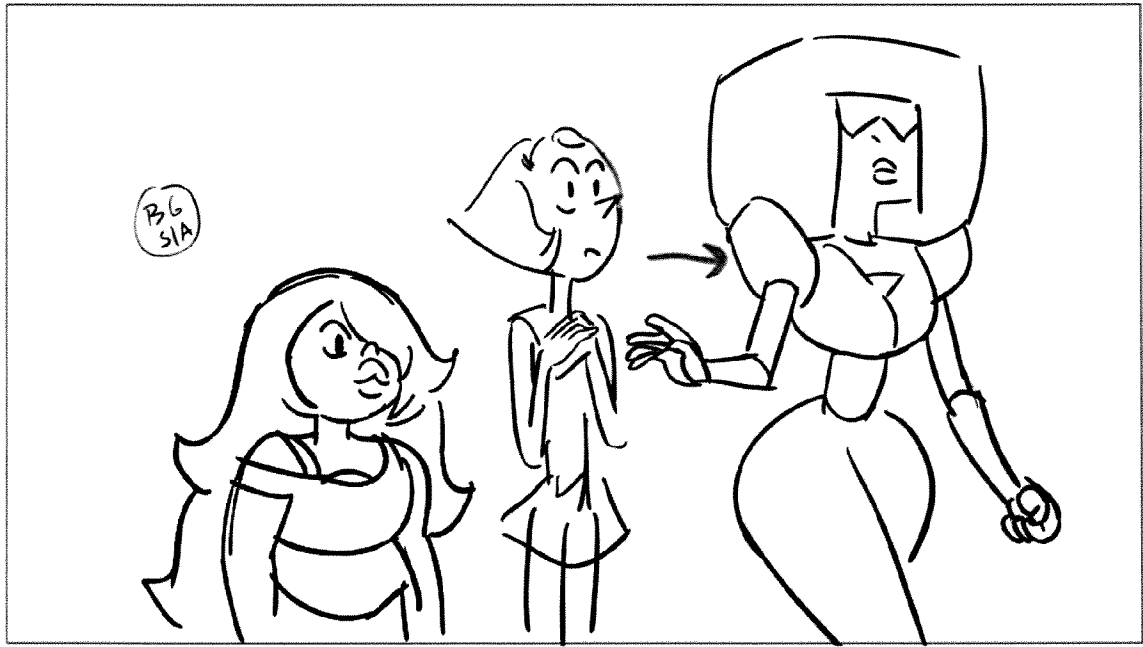


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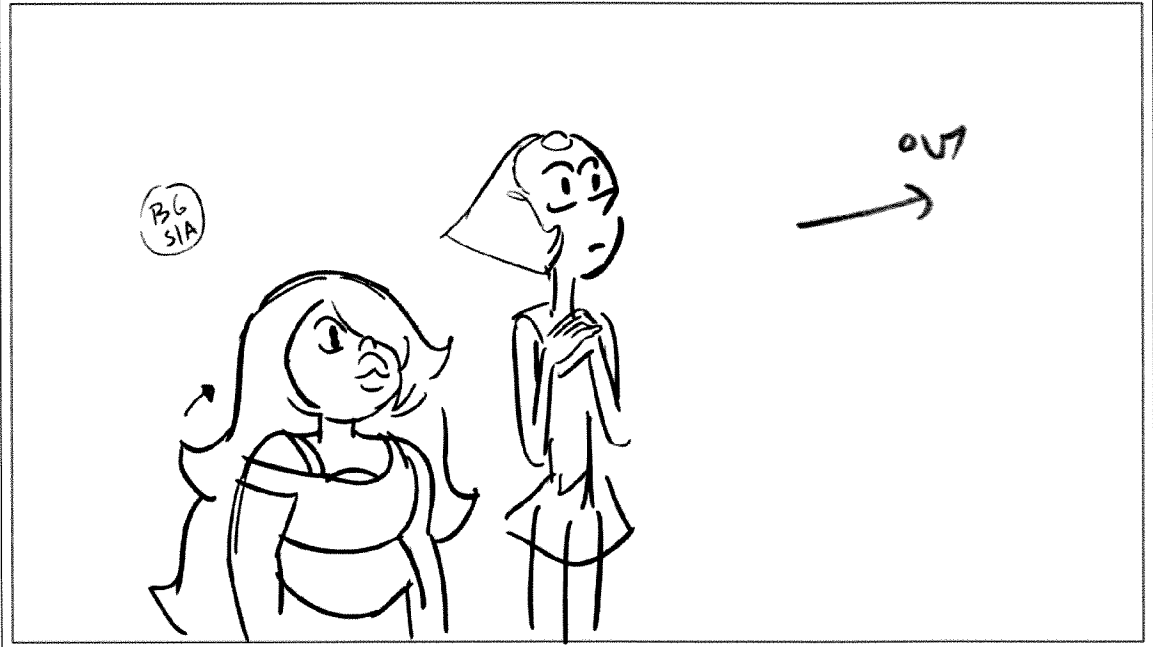
Scene	Panel
26	cont 3



Dialog  
GARNET: NOW LET'S GO RECOVER THE...

Slugging  
2.00

Scene	Panel
26	cont 4



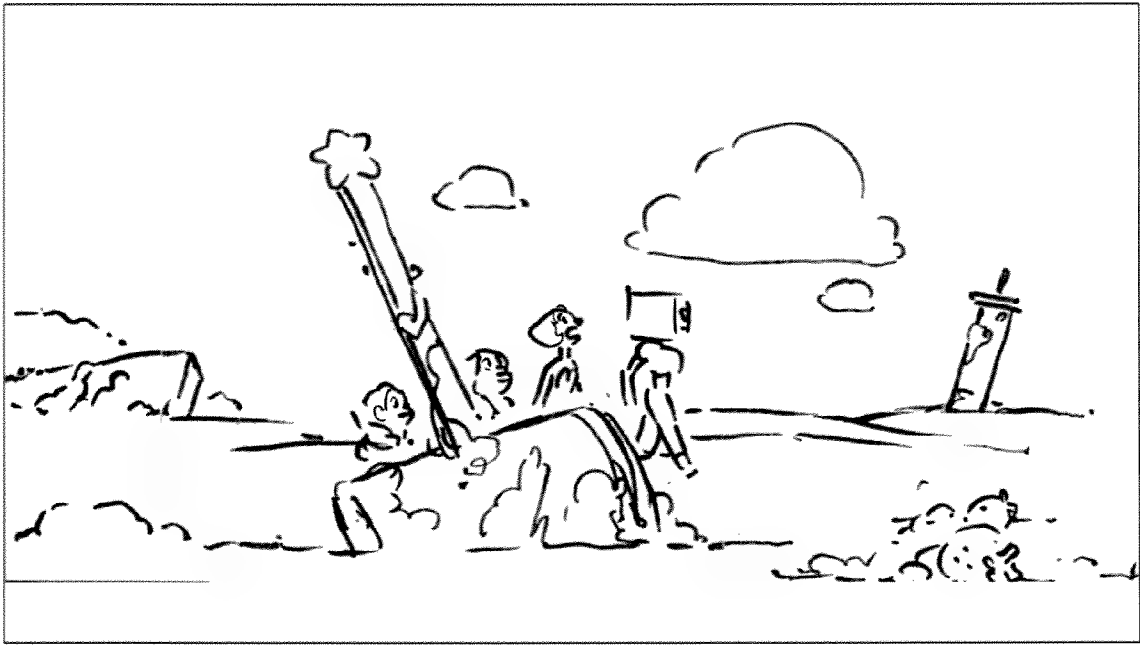
Dialog  
GARNET: ...GEMSTONE.

Slugging  
2.02  
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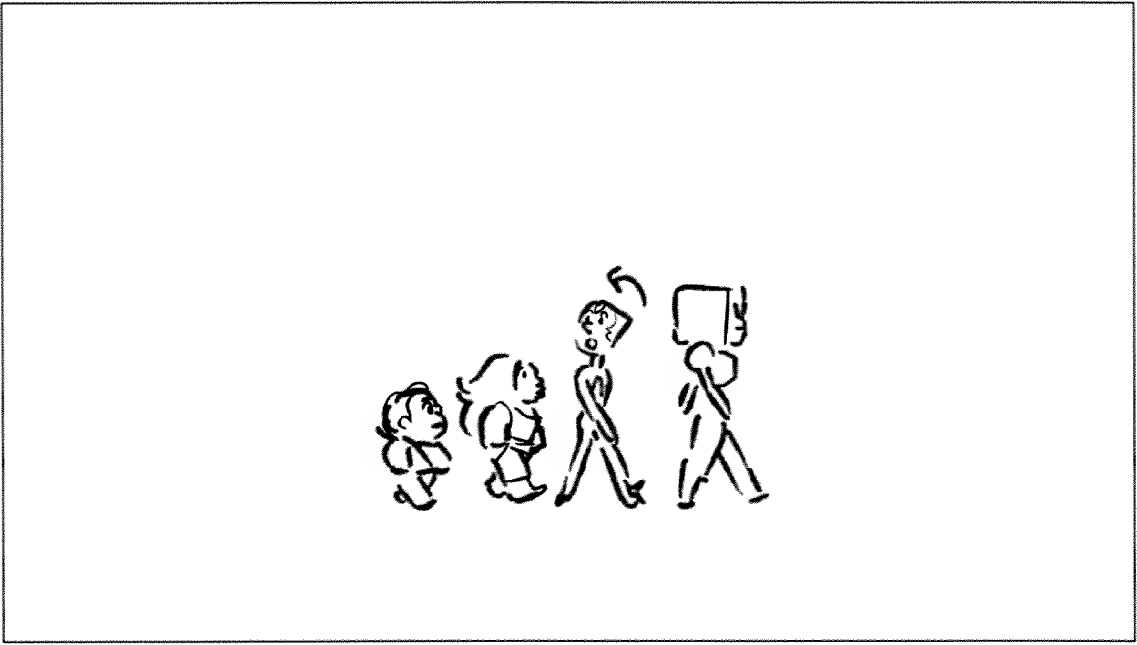
Scene	Panel
27	1



Dialog
PEARL: UNBELIEVABLE!

Slugging
3.03

Scene	Panel
27	<i>cont</i> 2



Dialog
PEARL: THIS WAS ONCE A GEM BATTLEFIELD!

Slugging
3.01
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Scene	Panel
28	1

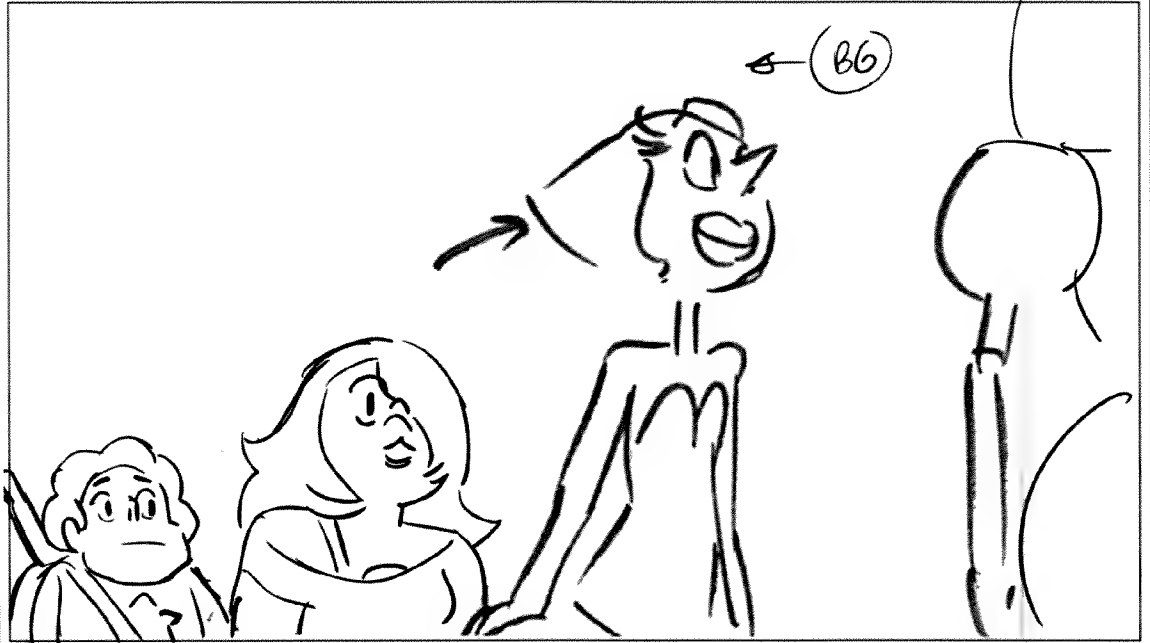


Dialog  
PEARL: NOW IT'S WILD STRAWBERRIES...

Action Notes  
BG pans right to left

Slugging  
2.09

Scene	Panel
28	2



Dialog  
PEARL: ...AS FAR AS THE EYE CAN SEE!

Slugging  
2.14  
  
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Scene	Panel
28	cont 3

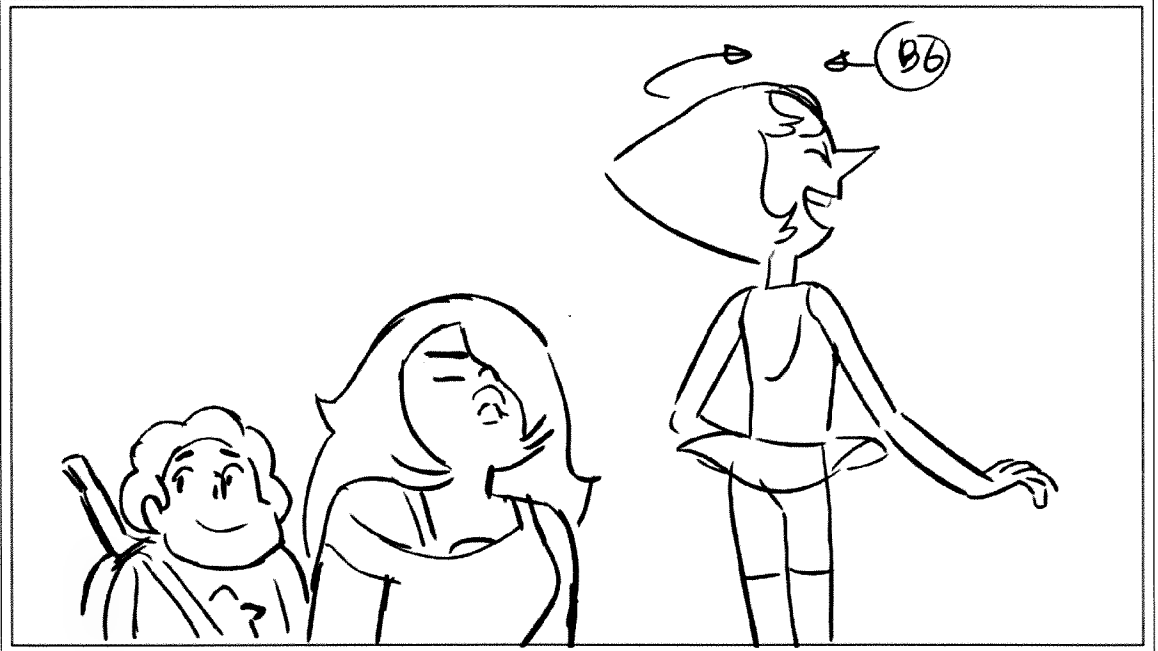


Dialog
PEARL: OHHH

Action Notes
GARNET out

Slugging
0.14

Scene	Panel
28	cont 4

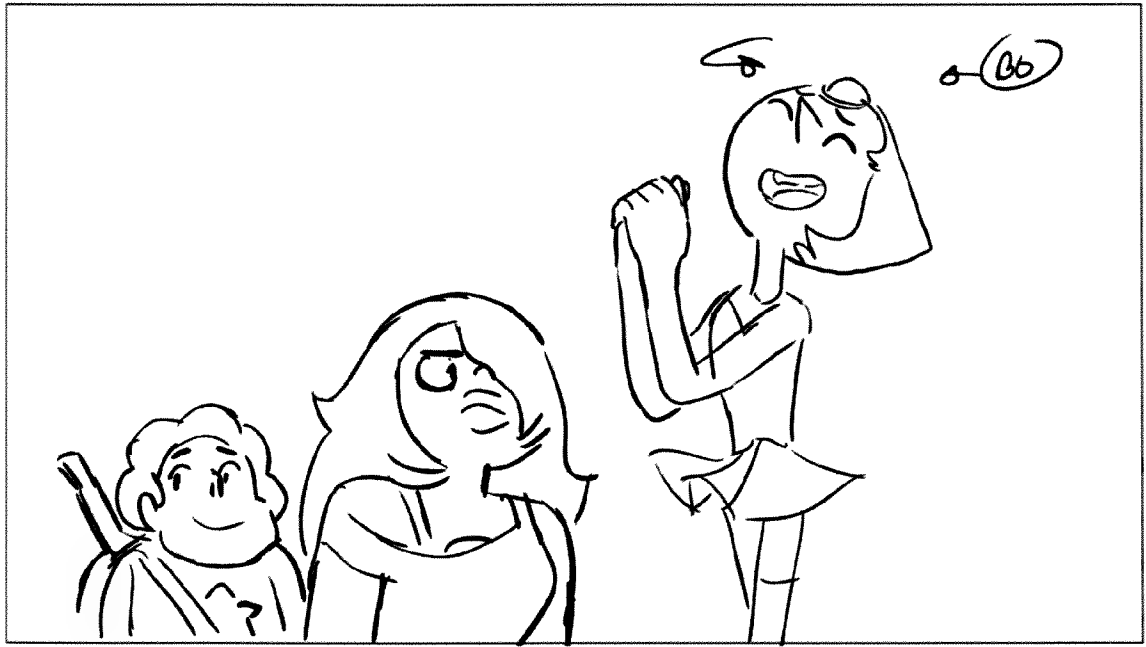


Dialog
PEARL: THAT'S WHAT I LOVE ABOUT THE EARTH!

Action Notes
Amethyst Rolling her eyes. PEARL spins completely around
JUN 10 2013

Slugging
Panels 4 to 6 = 3.04

Scene	Panel
28	5



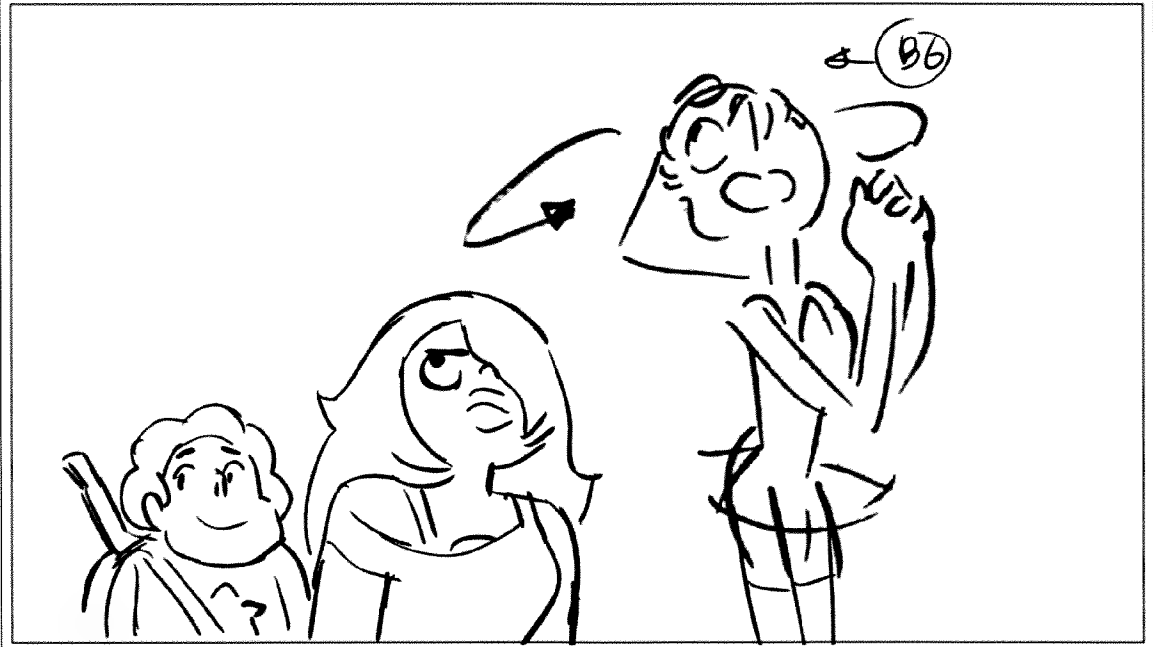
Dialog

PEARL: THAT'S WHAT I LOVE ABOUT THE EARTH!

Action Notes

Amethyst Rolling her eyes.PEARL spins completely around

Scene	Panel
28	6



Dialog

PEARL: THAT'S WHAT I LOVE ABOUT THE EARTH!

Action Notes

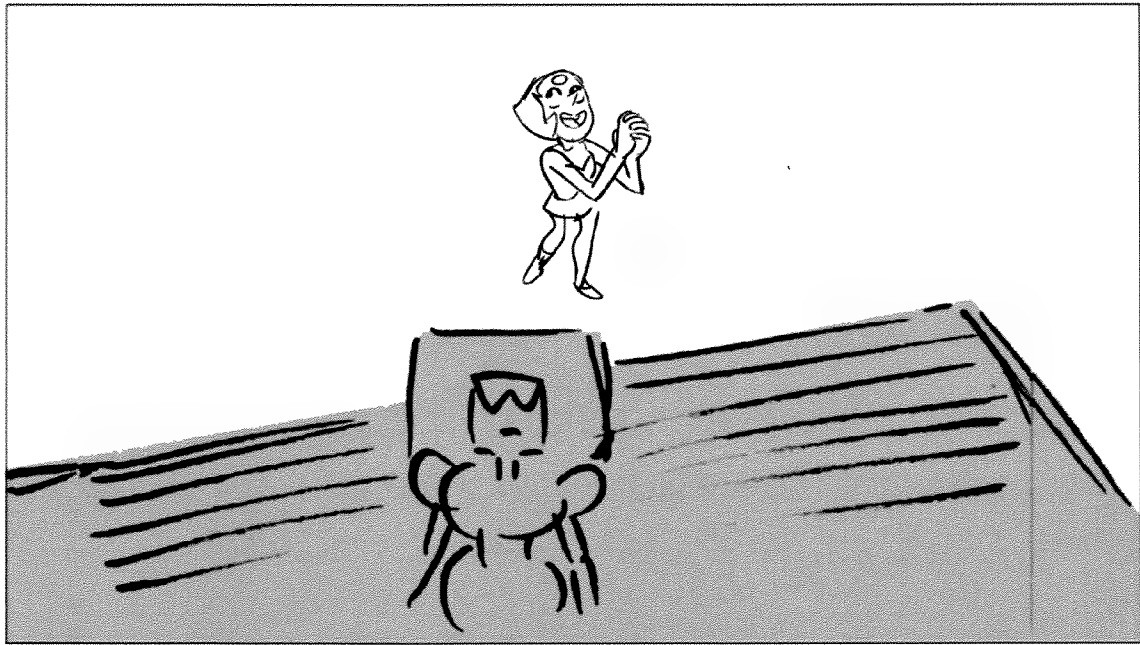
Amethyst Rolling her eyes.  
PEARL spins completely around

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Scene	Panel
29	1

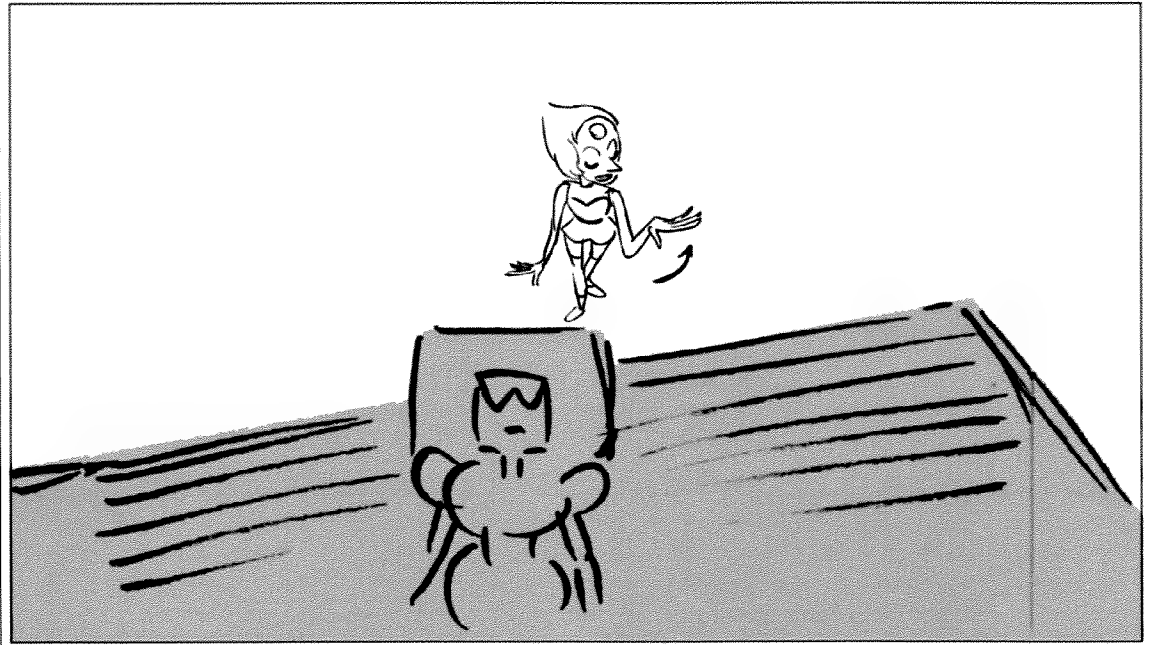


Action Notes  
H.U.

Slugging  
Panels 1 to 5 = 4.01

Notes  
H.U. Pearl to previous scene.

Scene	Panel
29	2



Dialog  
PEARL: MAYBE THIS'LL BE A LIGHT MISSION AFTER ALL!

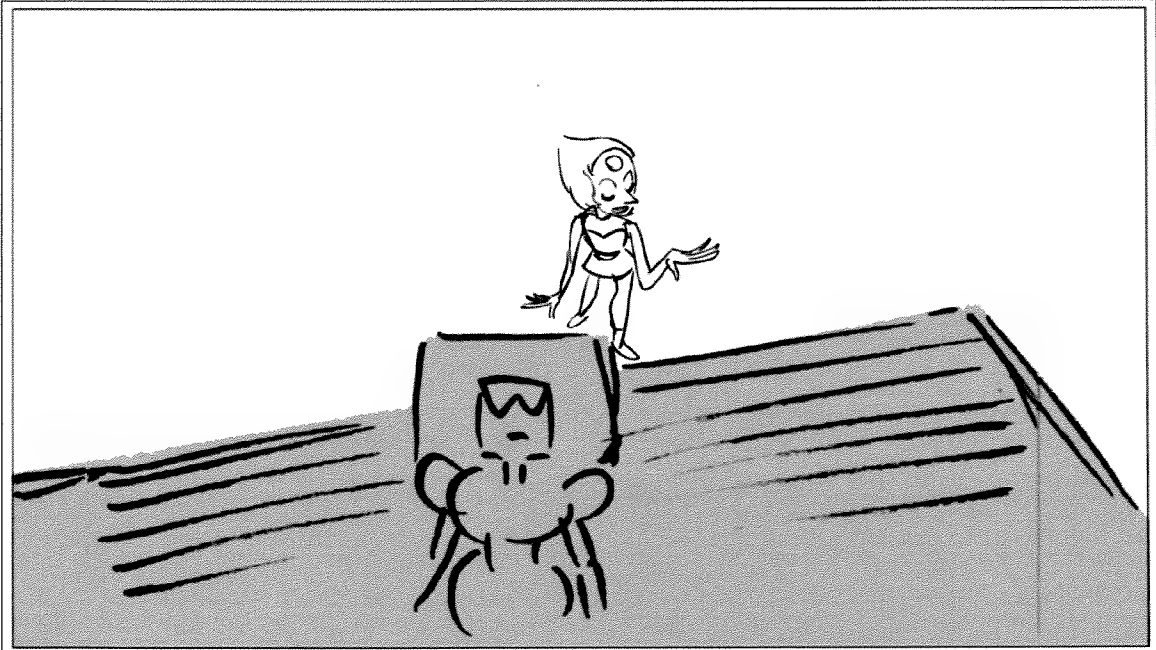
Notes  
STEVEN and AMETHYST start coming in here

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Scene	Panel
	29 <i>CONT</i>
	3



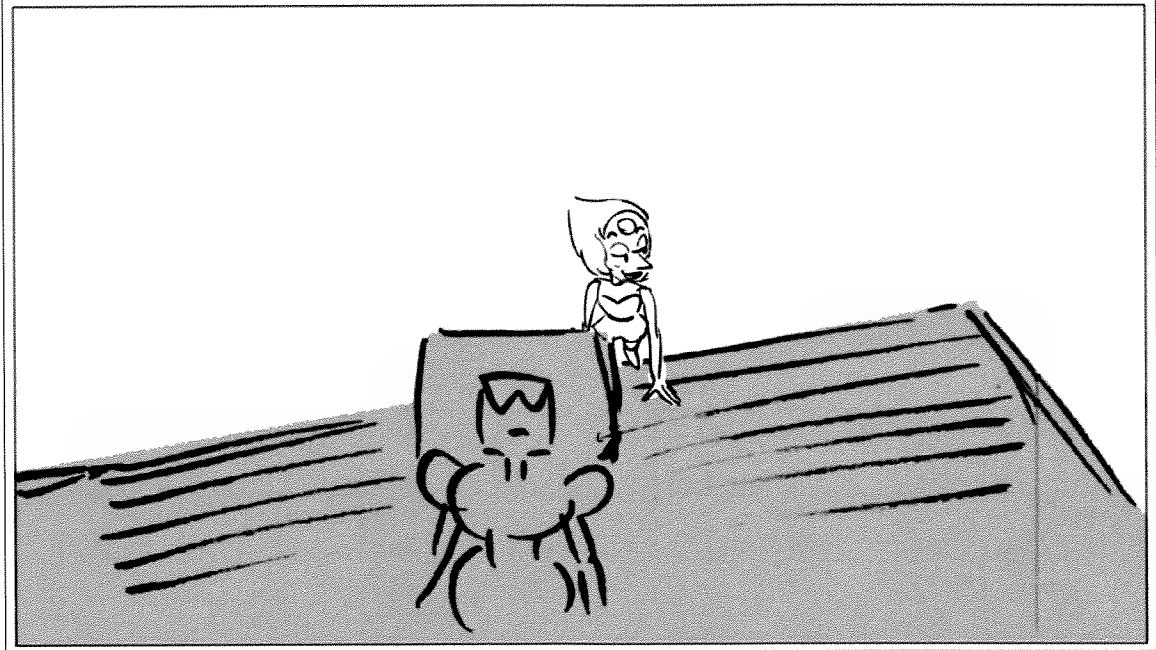
Dialog

PEARL: MAYBE THIS'LL BE A LIGHT MISSION AFTER ALL!

Notes

H.U. Pearl to previous scene.

Scene	Panel
	29 <i>CONT</i>
	4



Dialog

(Pearl Laughs)

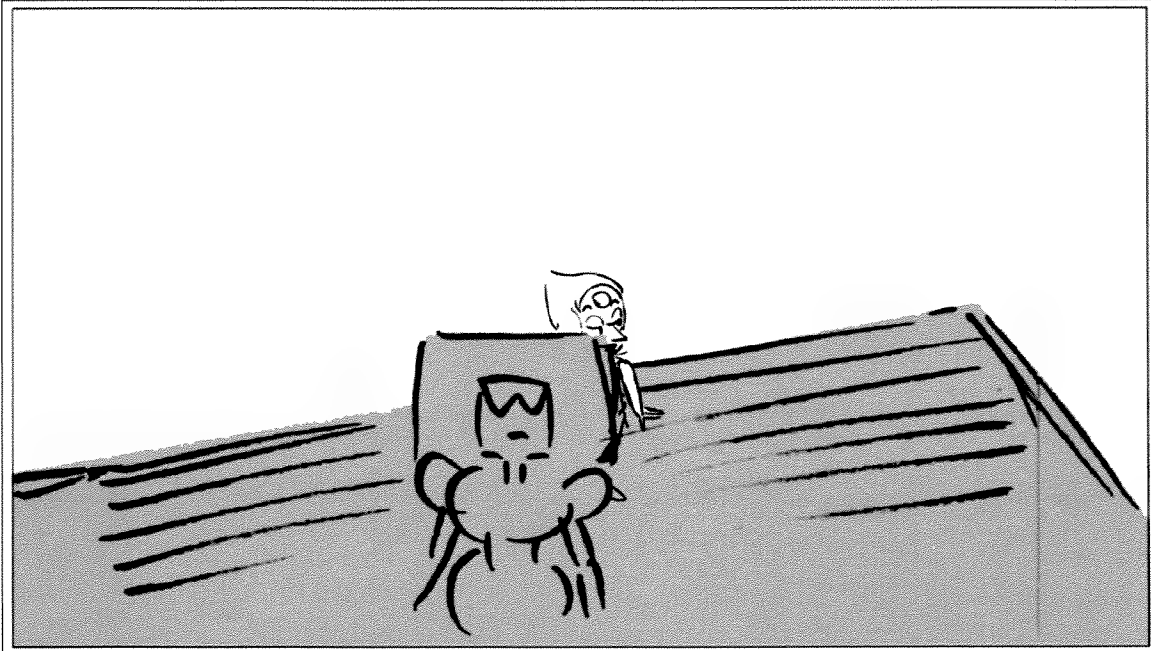
Notes

H.U. Pearl to previous scene.

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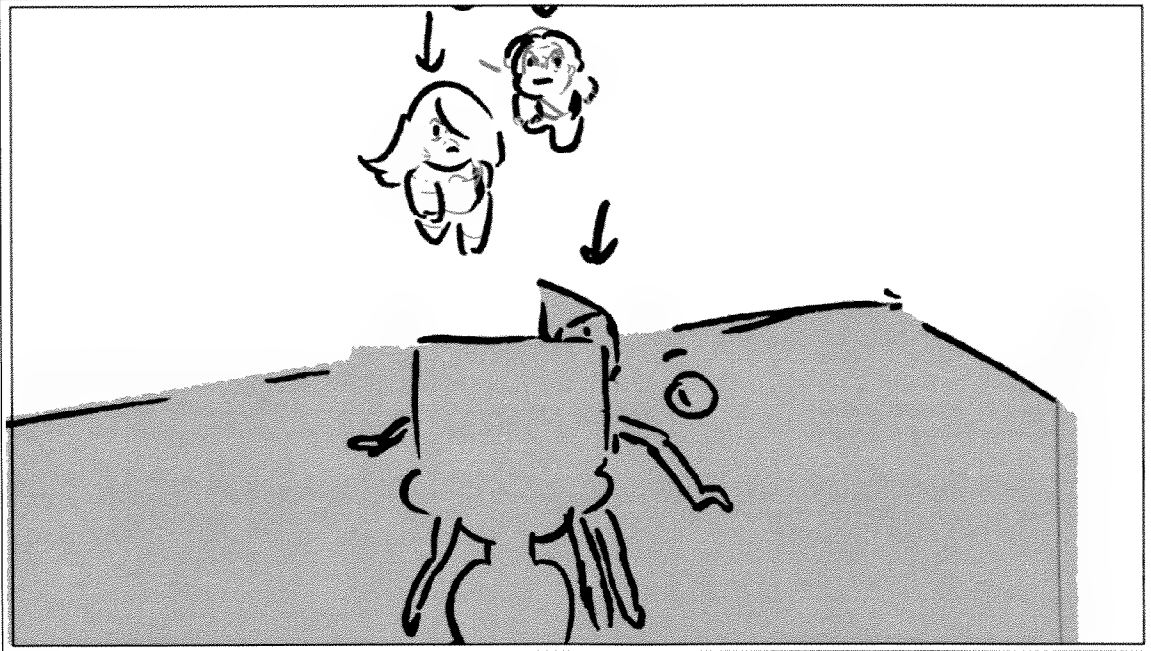
Scene	Panel
29	cont
5	



Dialog  
(Pearl Laughs)

Notes  
H.U. Pearl to previous scene.

Scene	Panel
29	cont
6	



Dialog  
PEARL: <STUMBLES INTO GARNET>

Slugging  
0.10

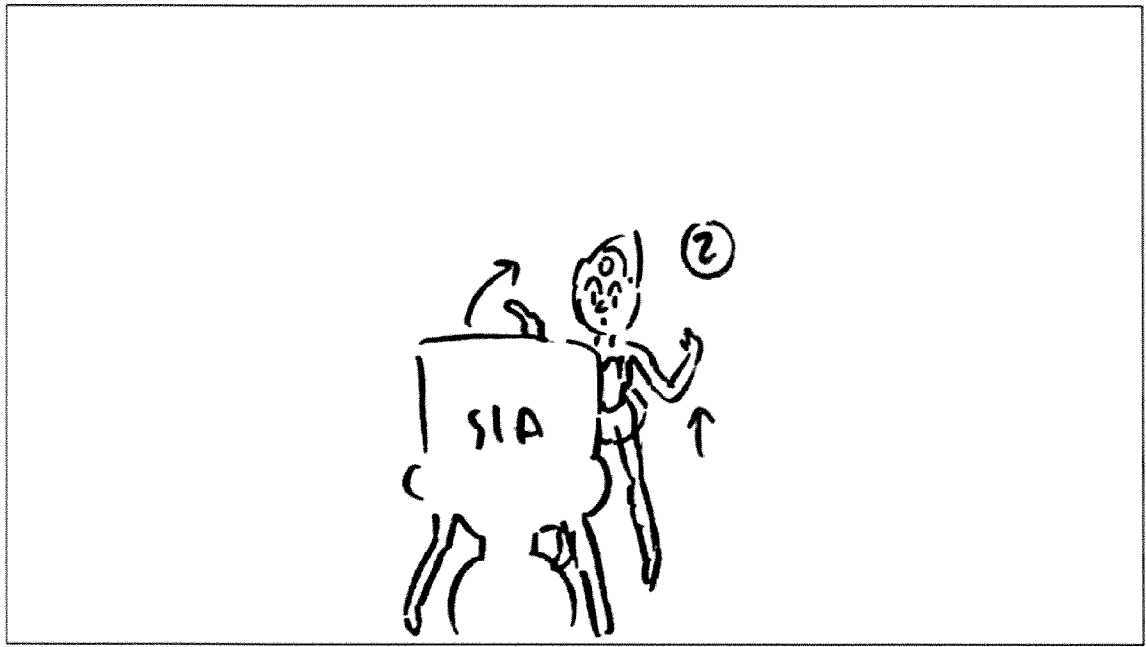
Notes  
End pose STEVEN and AMETHYST

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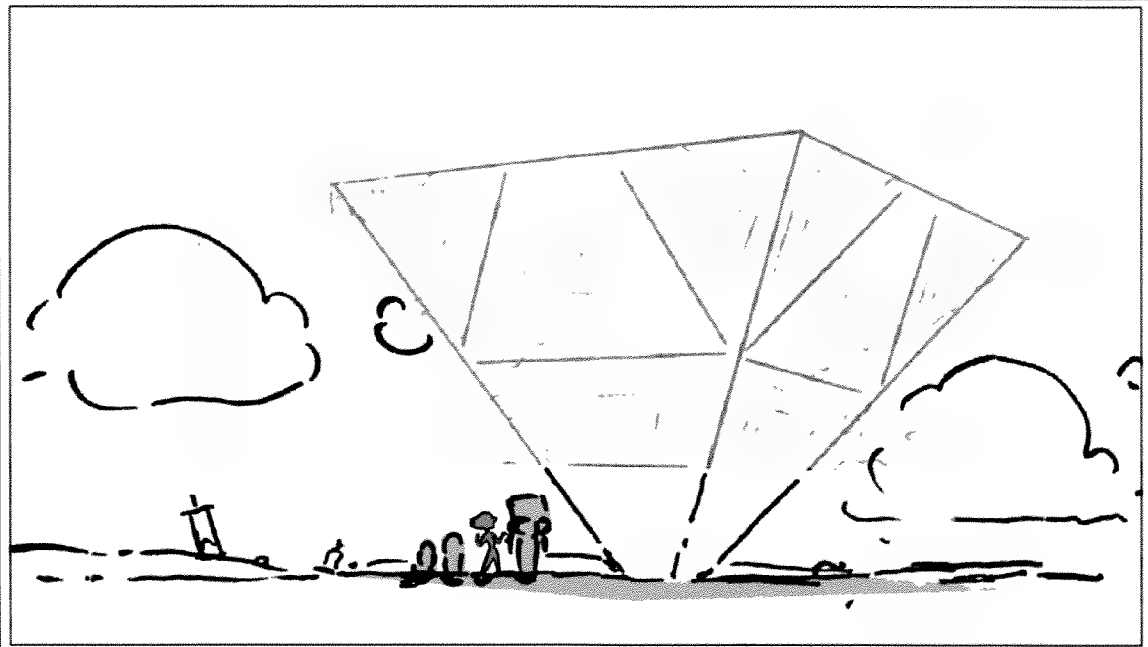
1020.007

Scene	Panel
29	7



Slugging  
1.01

Scene	Panel
30	1

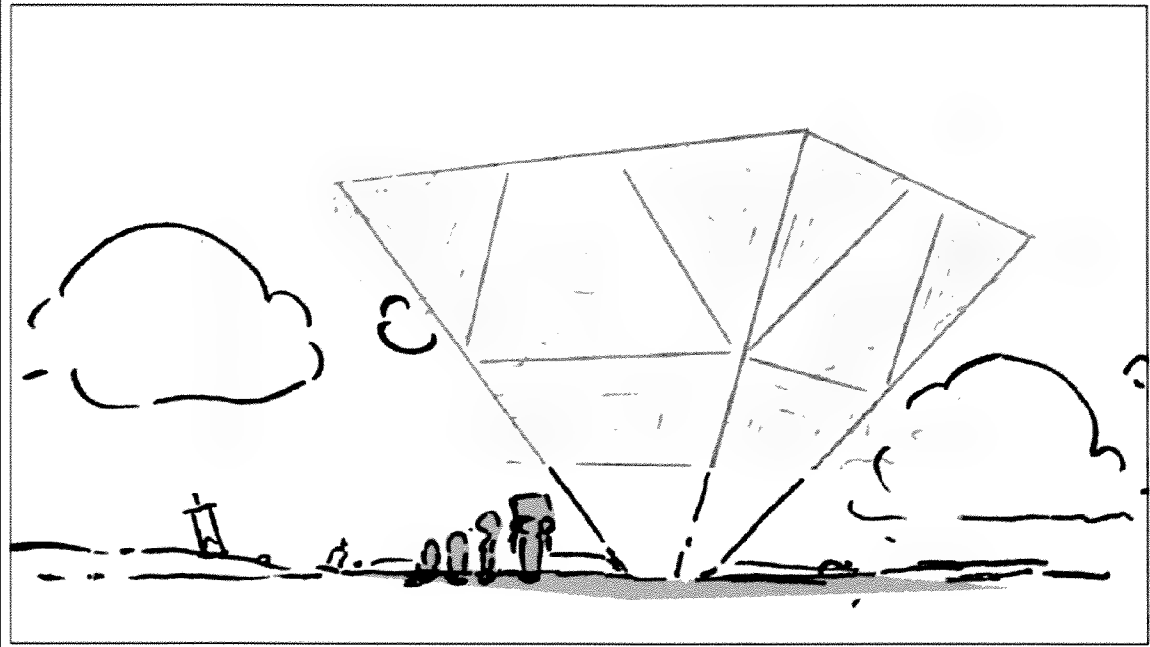


Dialog  
GARNET: MAYBE NOT.

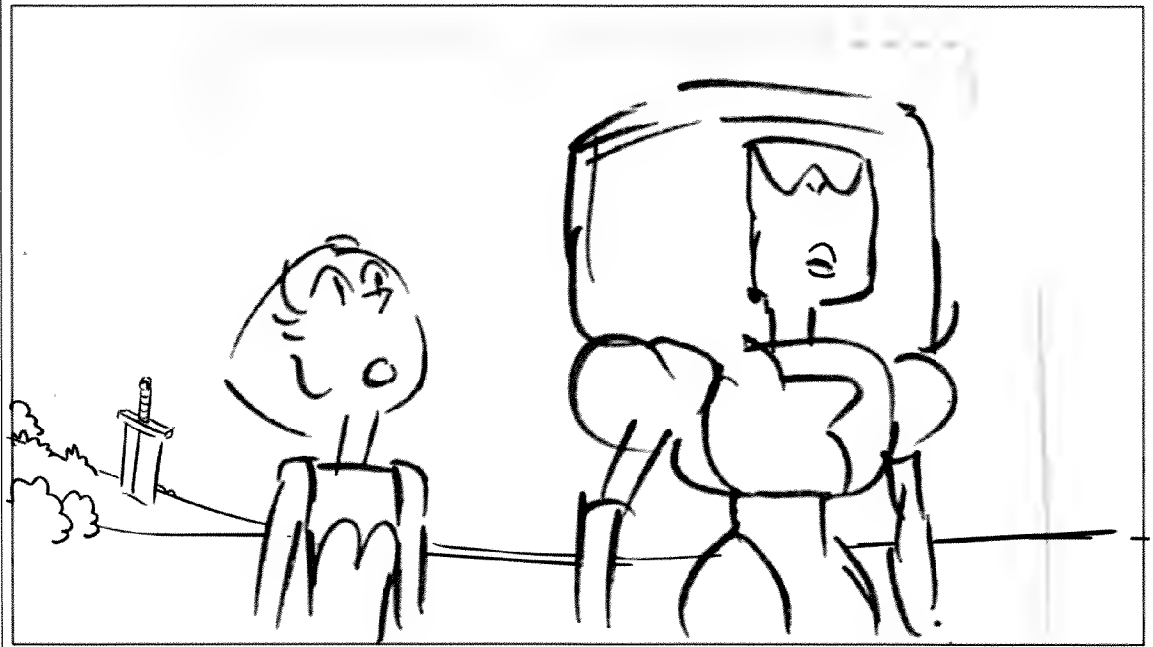
Slugging  
Panels 1 + 2 = 3.13

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Scene	Panel
30	2



Scene	Panel
31	1



Slugging  
1.02

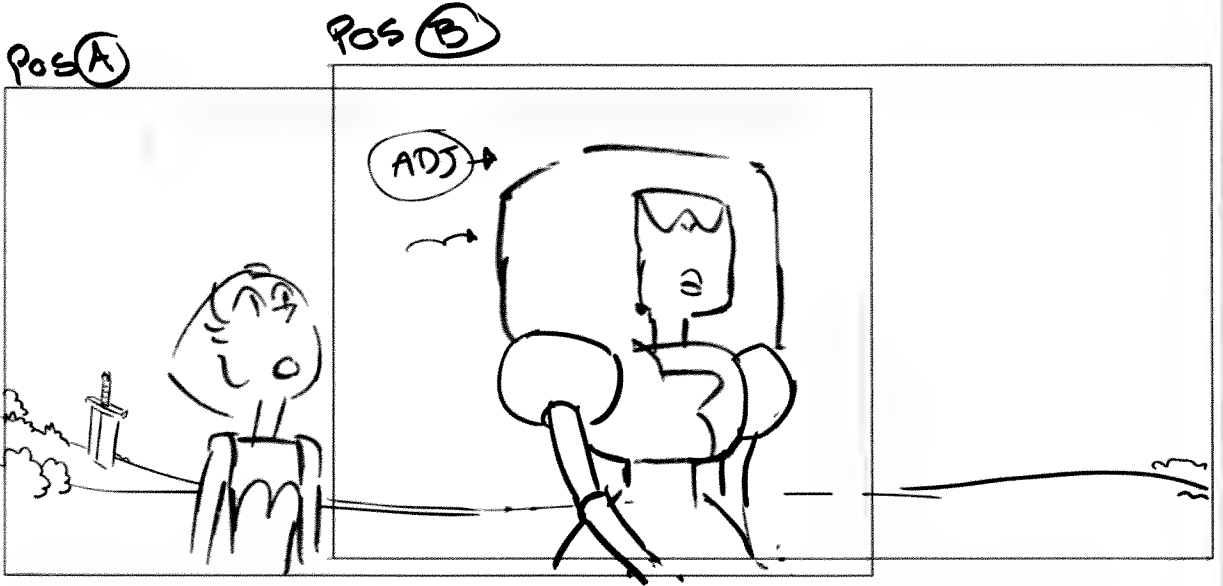
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Scene	Panel
31	2



Action Notes  
Garnet steps forward

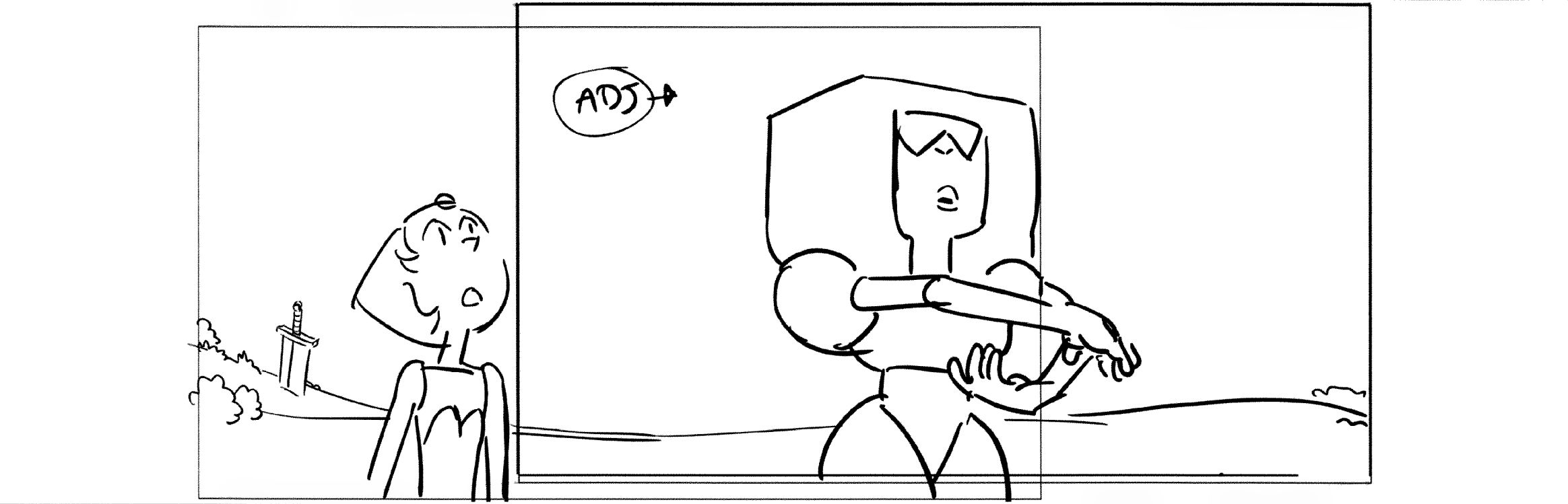
Slugging  
ADJ: 1.02

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Scene	Panel	
	31	<i>CONT</i>
		3



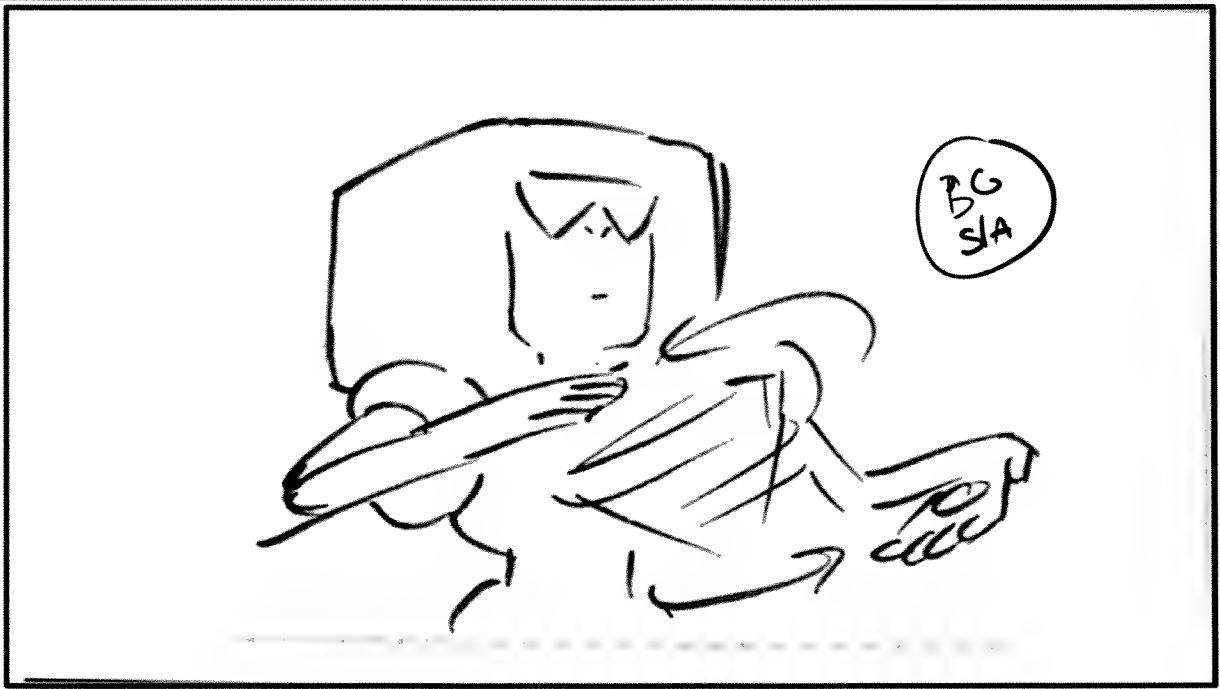
Slugging  
ADJ: 1.00

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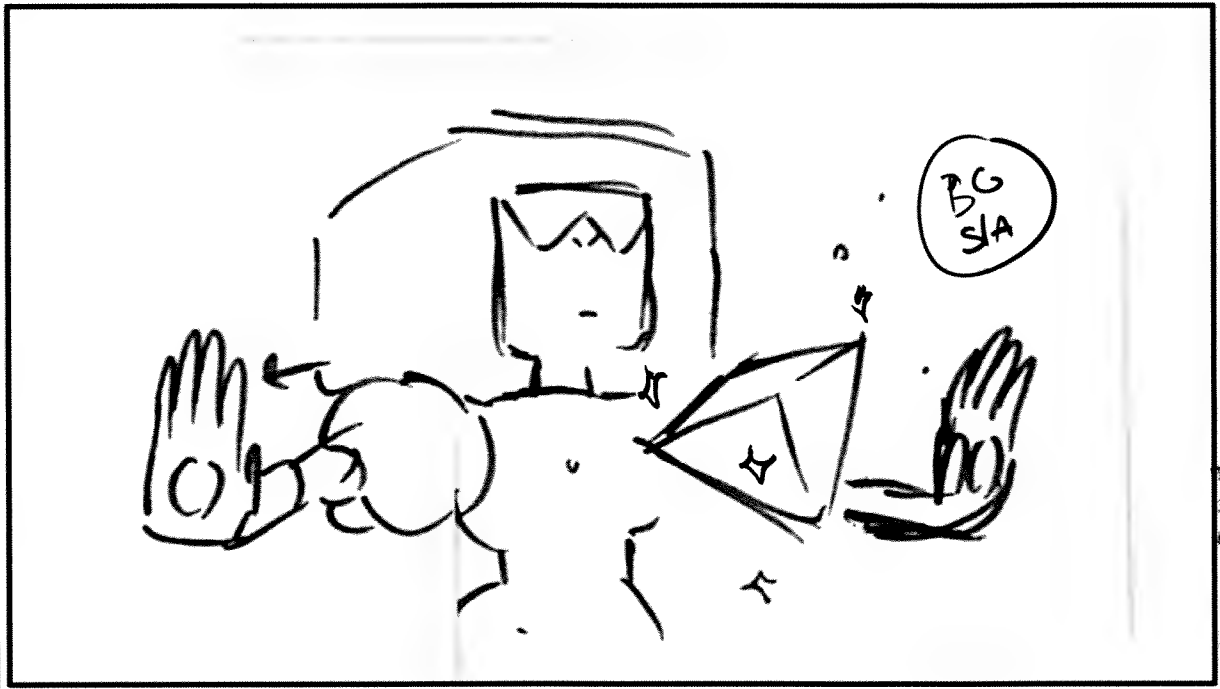
1020.007

Scene Panel  
31 *CONT* 4



Slugging  
0.12

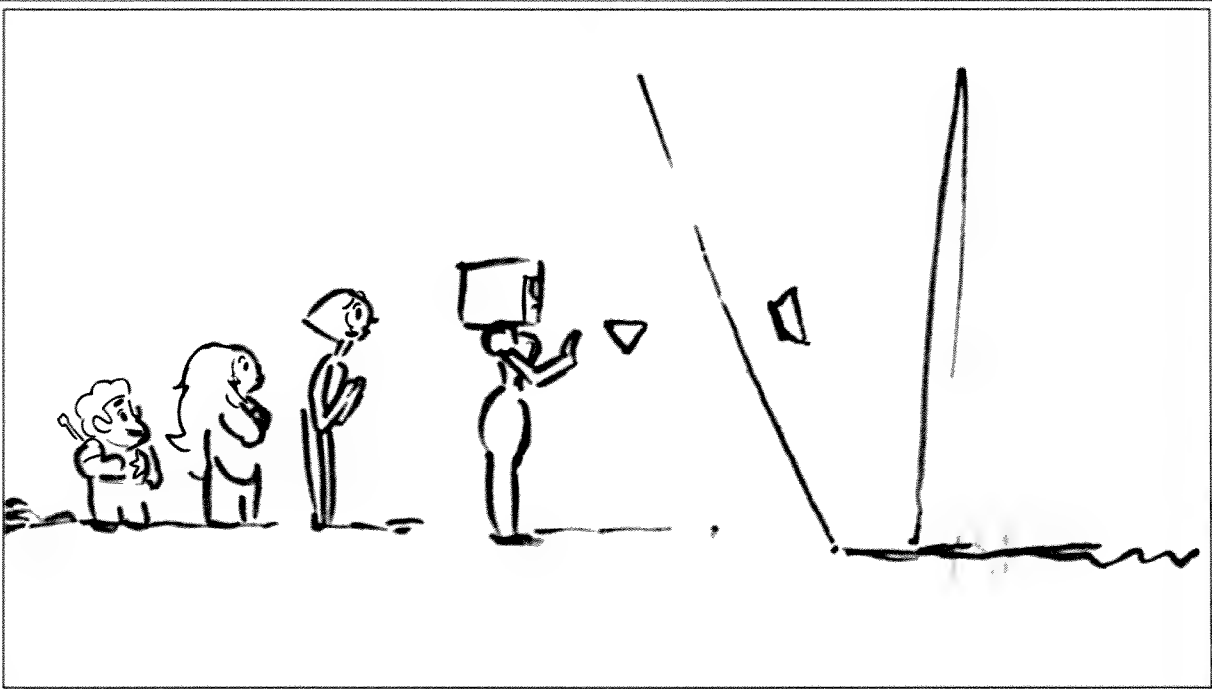
Scene Panel  
31 *CONT* 5



Slugging  
1.02

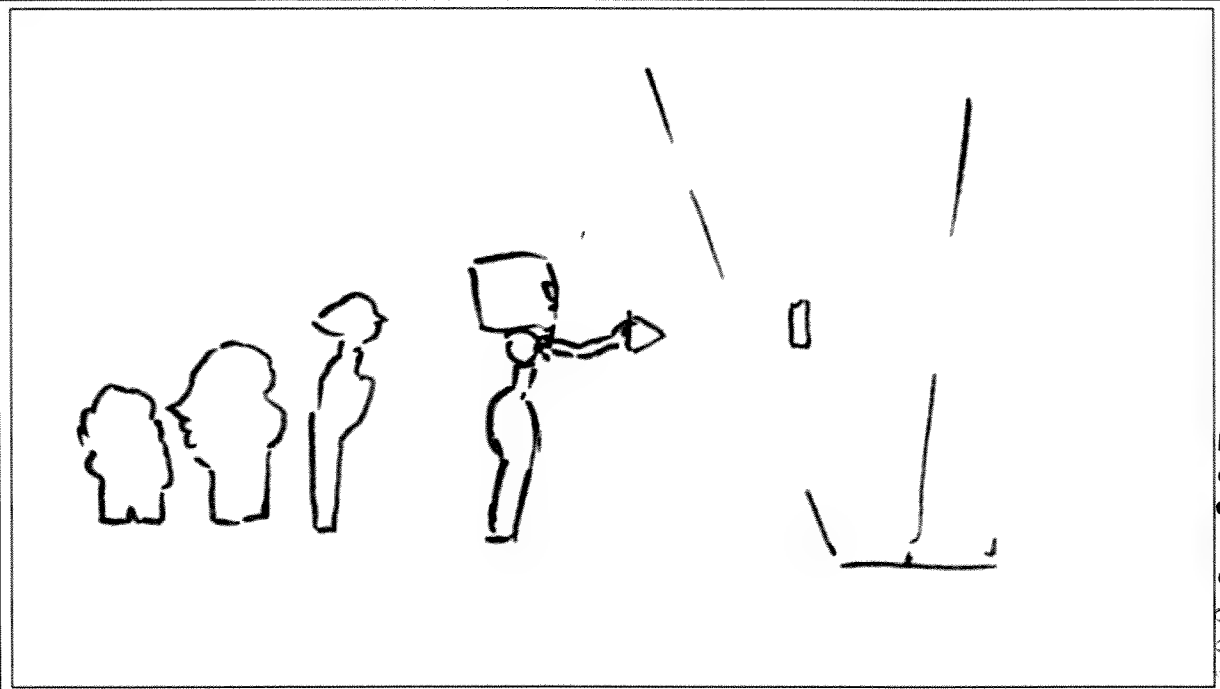
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Scene	Panel
32	1



Slugging  
0.04

Scene	Panel
32	2



Slugging  
1.04

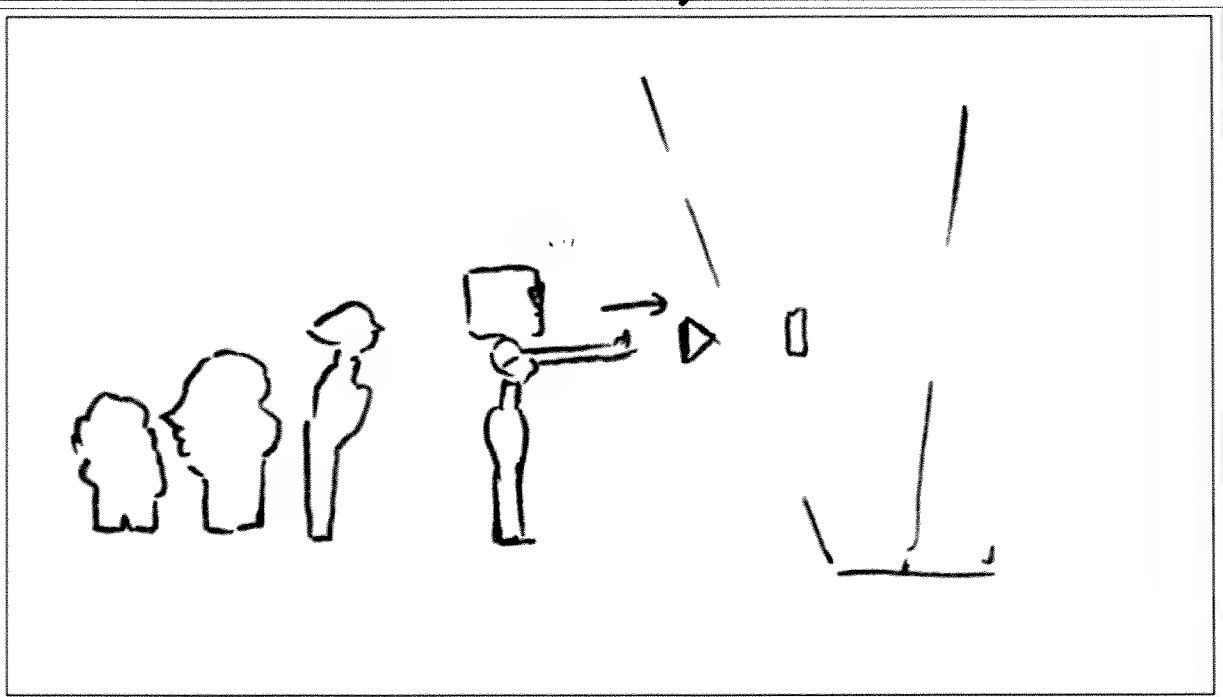
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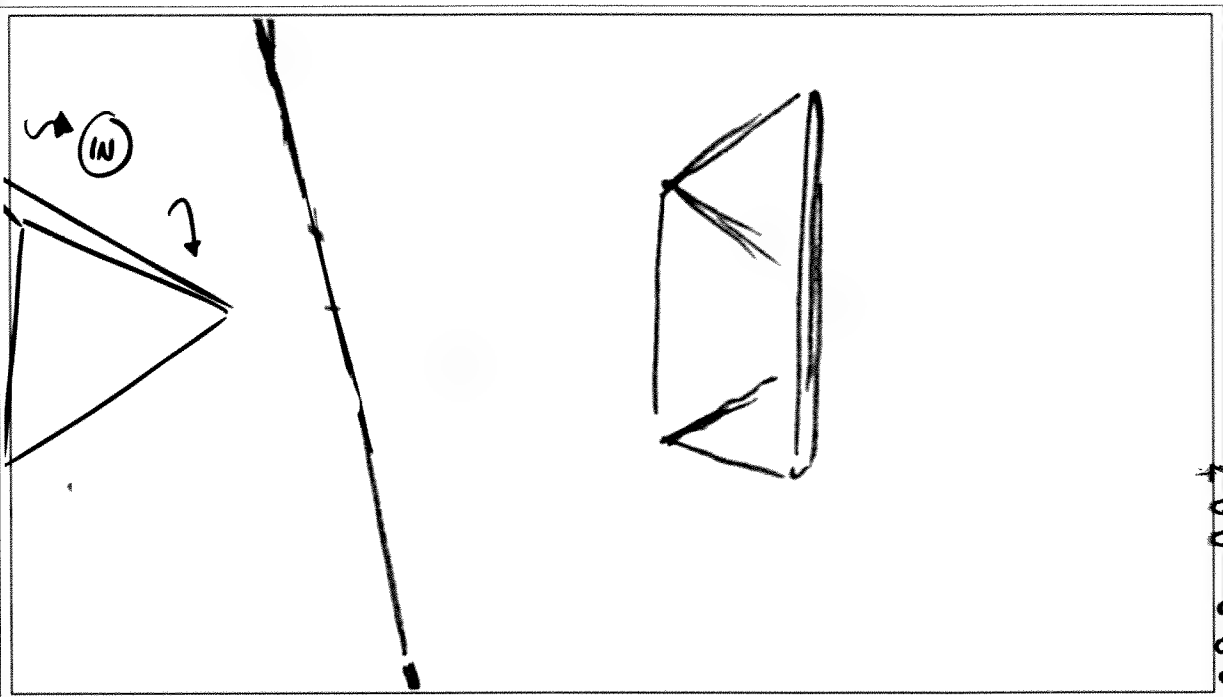
1020-007

Scene 32 *cont* Panel 3



Slugging  
1.03

Scene 33 Panel 1



Slugging  
Panels 1 + 2 = 0.12

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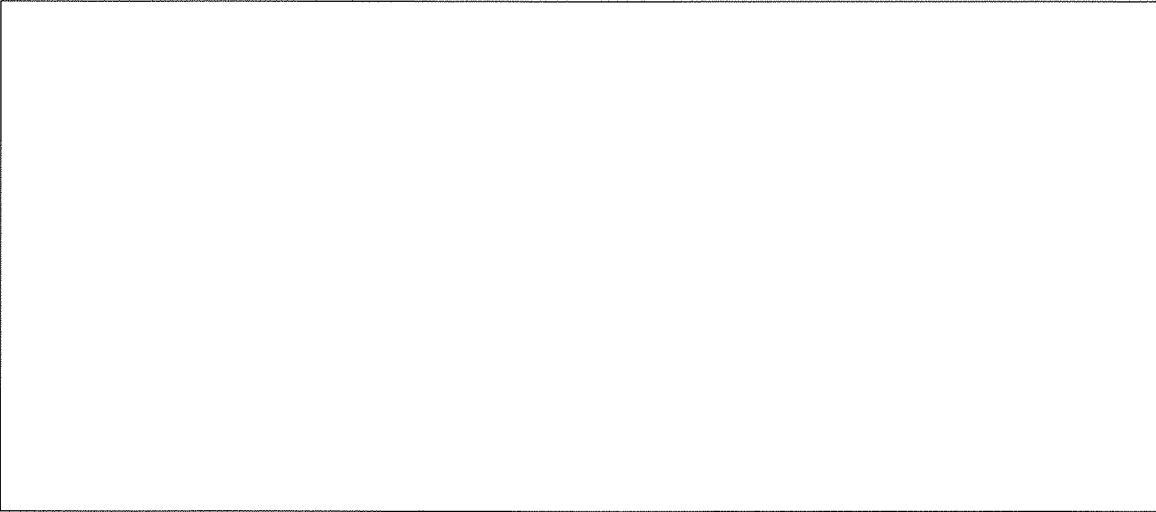
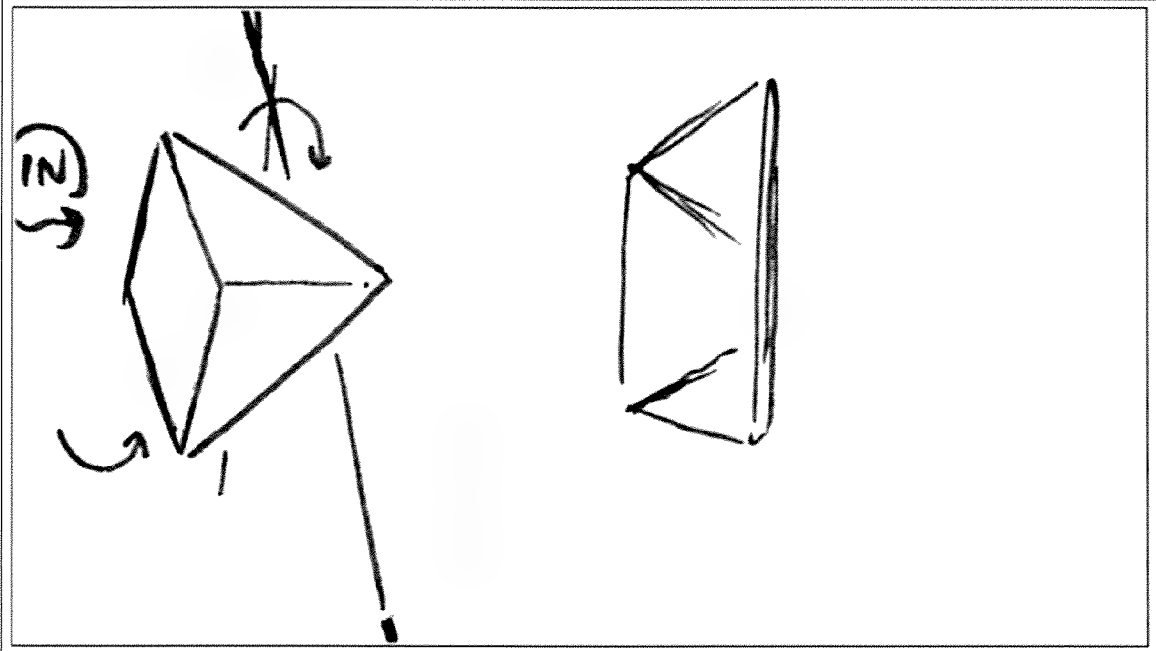
1020-007

1020-007

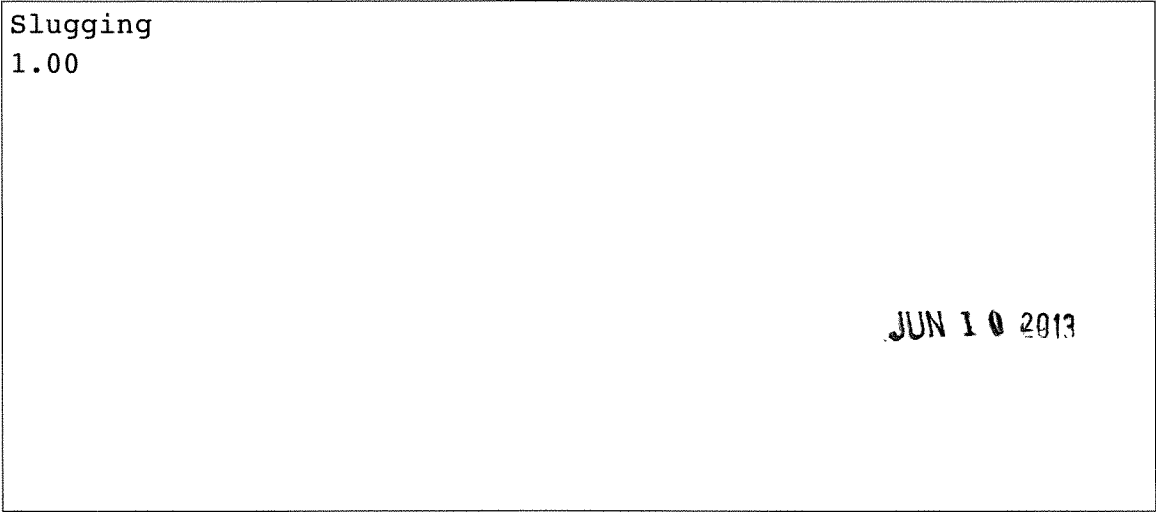
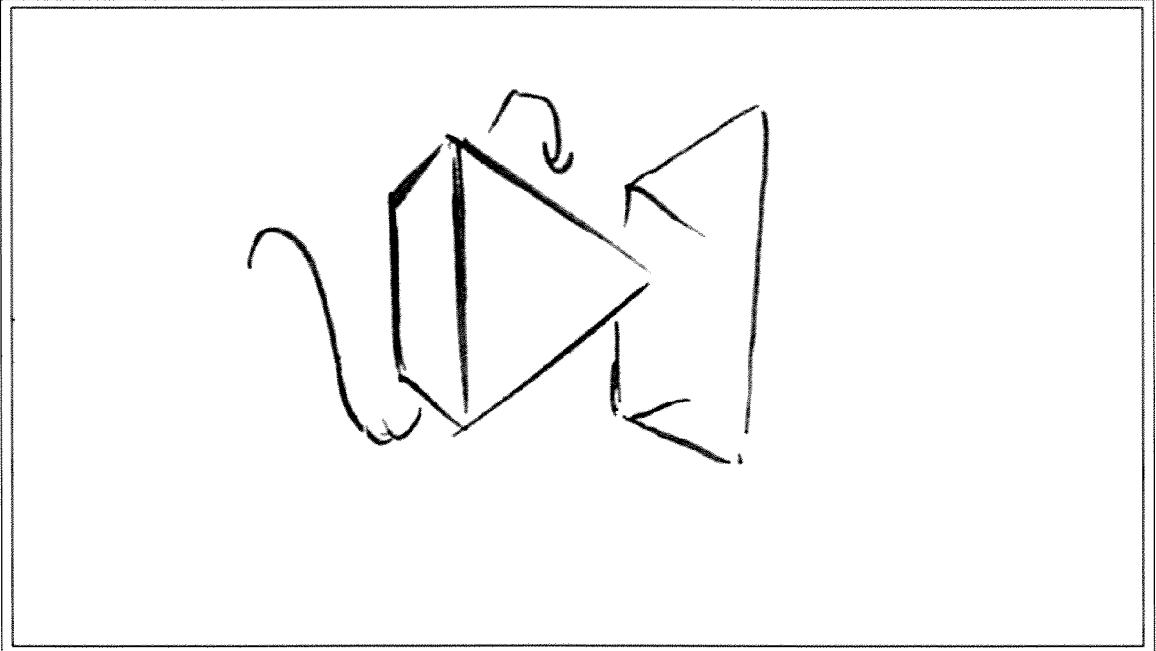
1020-007



Scene	Panel
33	cont
	2



Scene	Panel
33	cont
	3

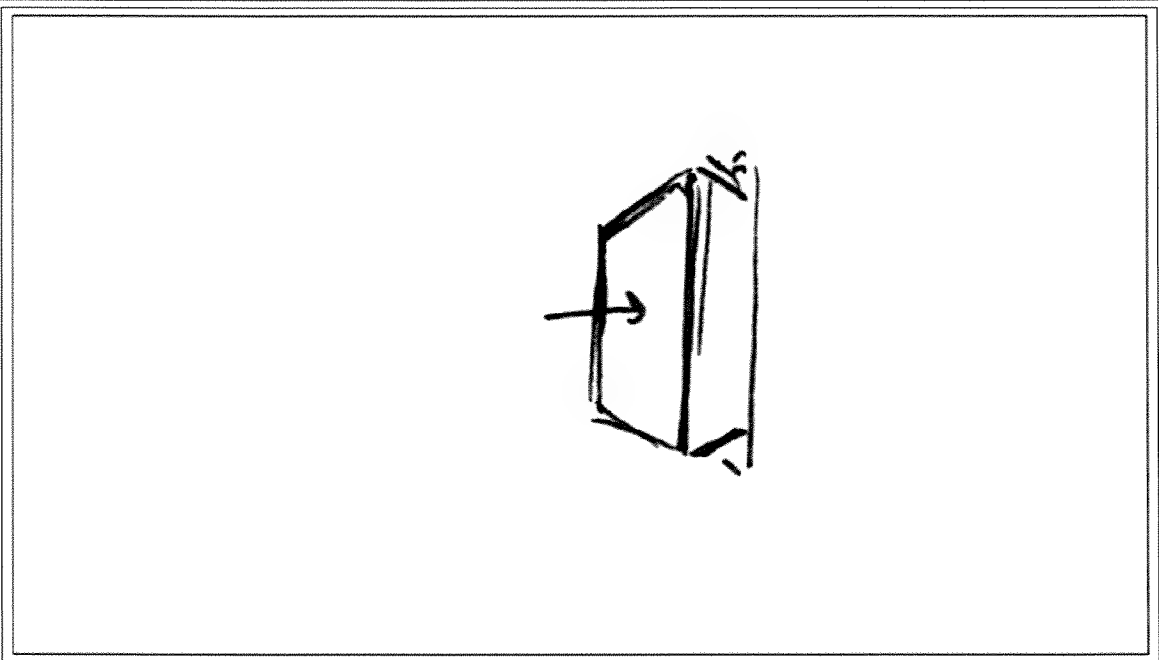


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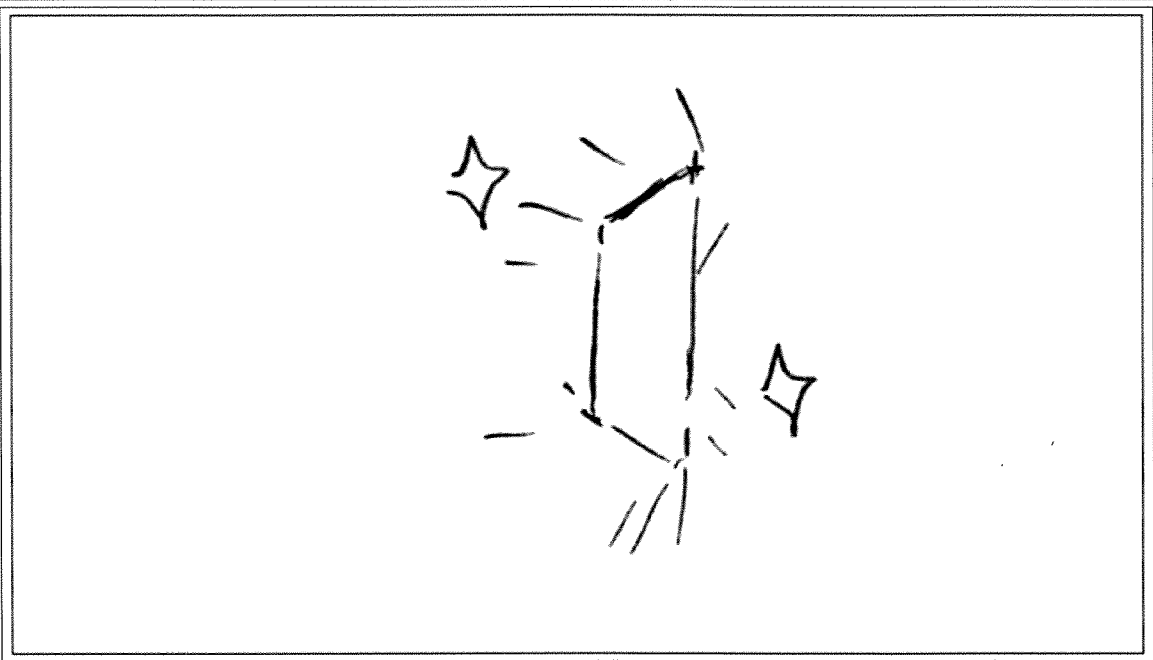
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Scene	Panel
33	<i>CONT</i> 4



Slugging  
1.01

Scene	Panel
33	<i>CONT</i> 5



Slugging  
1.08

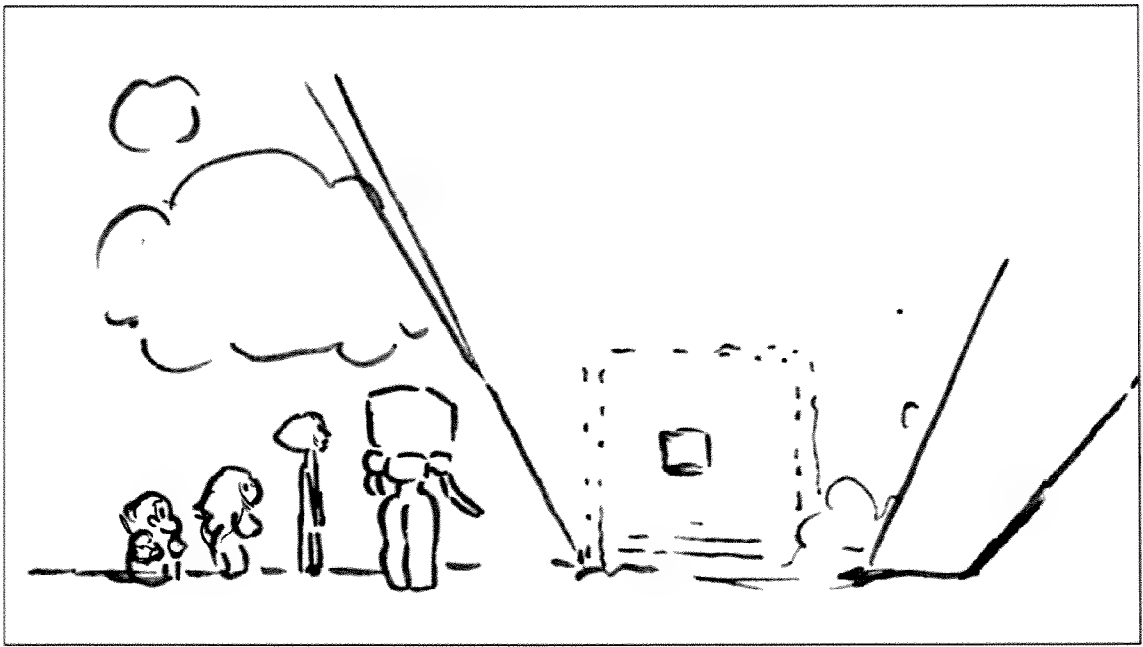
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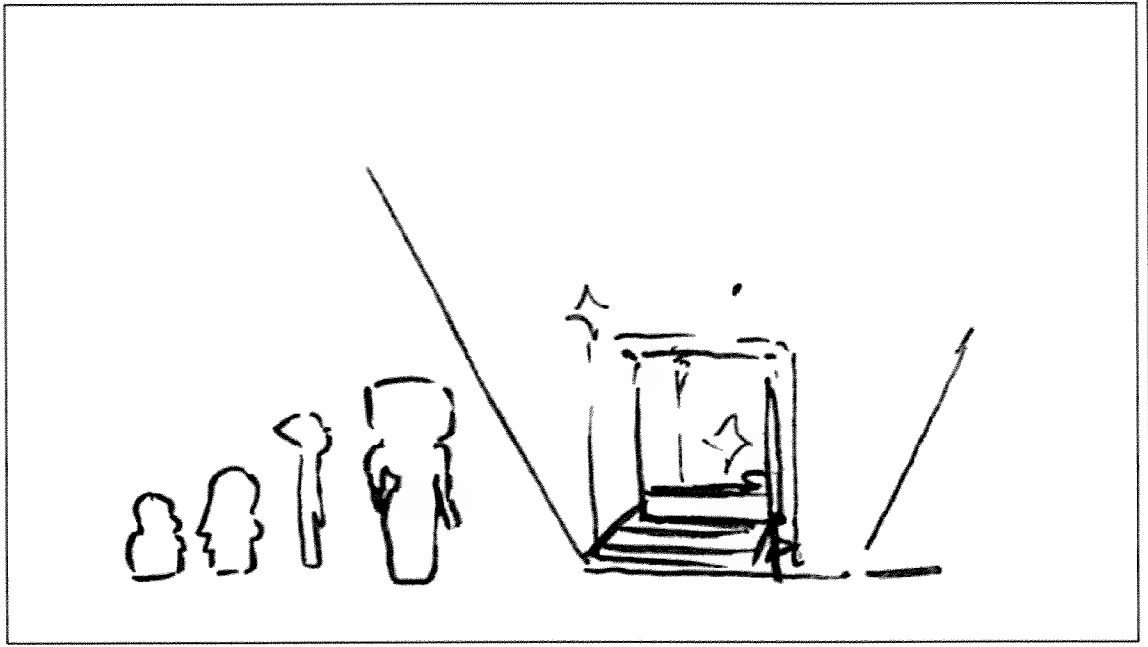
1020-007

Scene	Panel
34	1



Slugging  
0.12

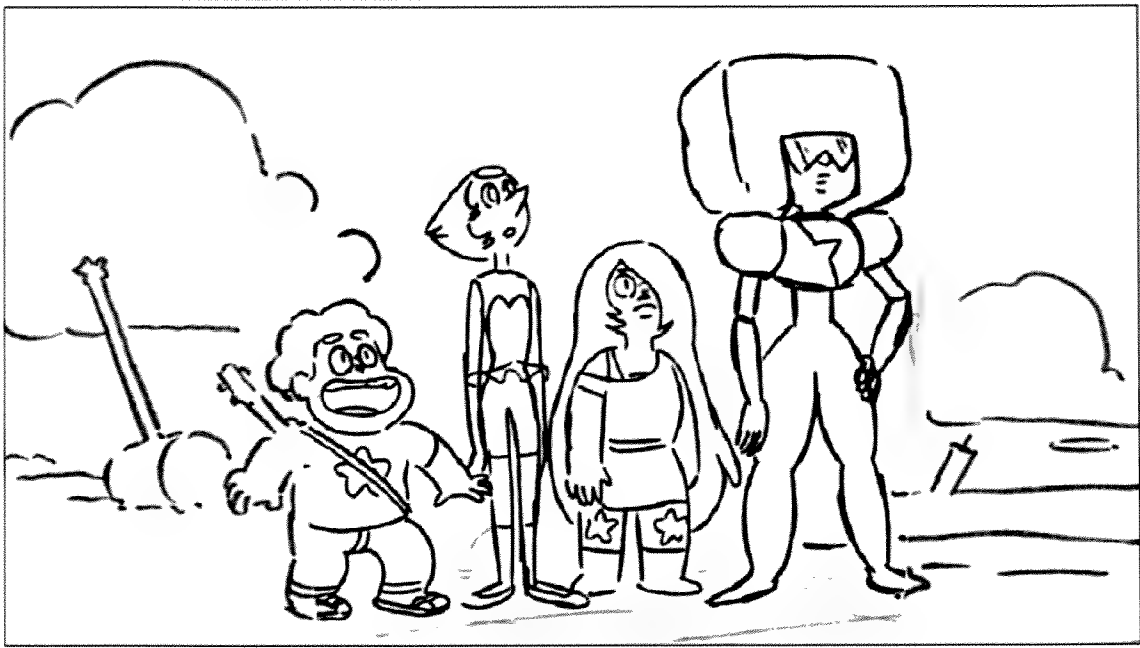
Scene	Panel
34	2



Slugging  
2.01

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Scene	Panel
35	1



Dialog  
STEVEN: WOAHHHHH!

Slugging  
1.00

Scene	Panel
35	2



Dialog  
STEVEN: WOAHHHHH!

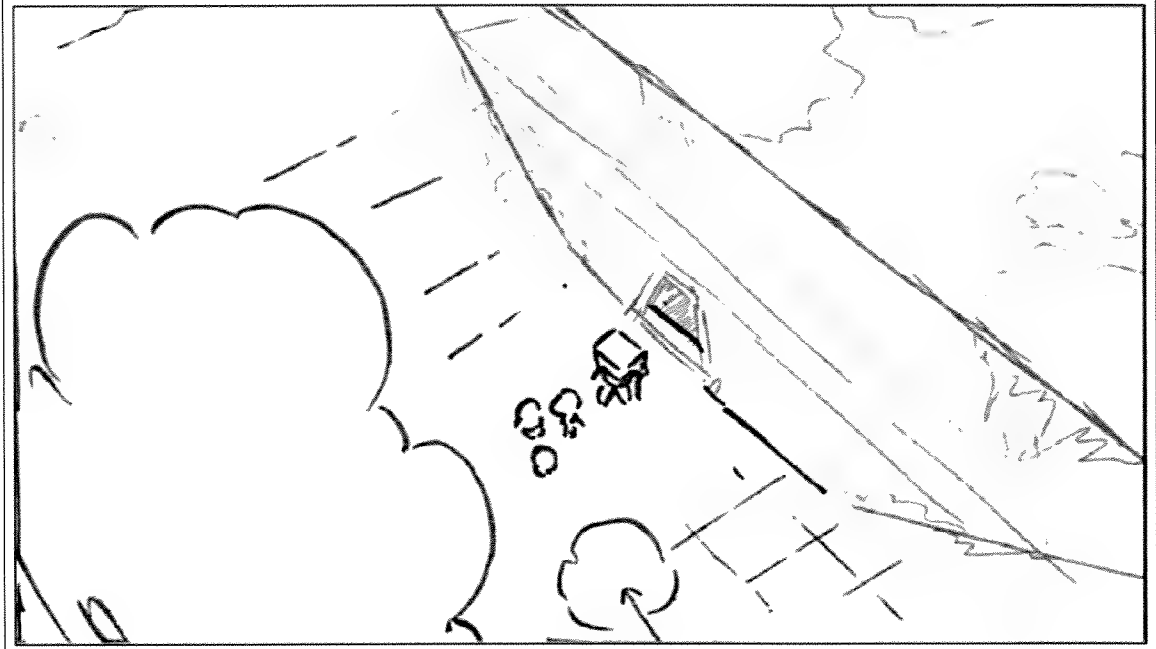
Slugging  
0.13  
  
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Scene	Panel
35	cont 3



Slugging  
0.12

Scene	Panel
36	1



Slugging  
0.09

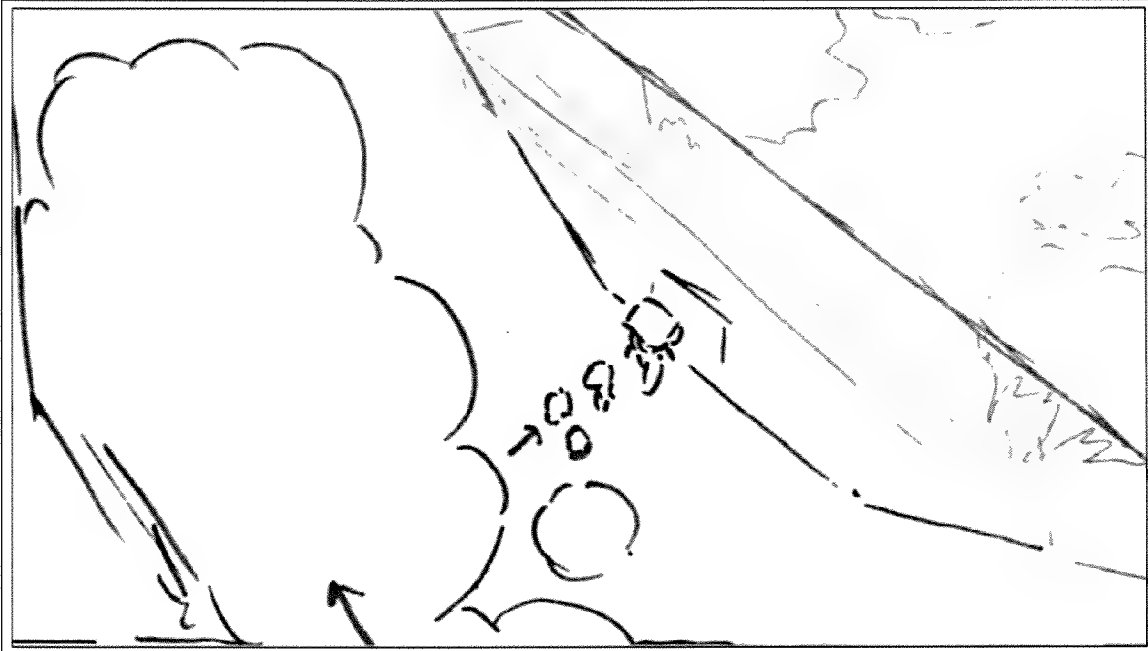
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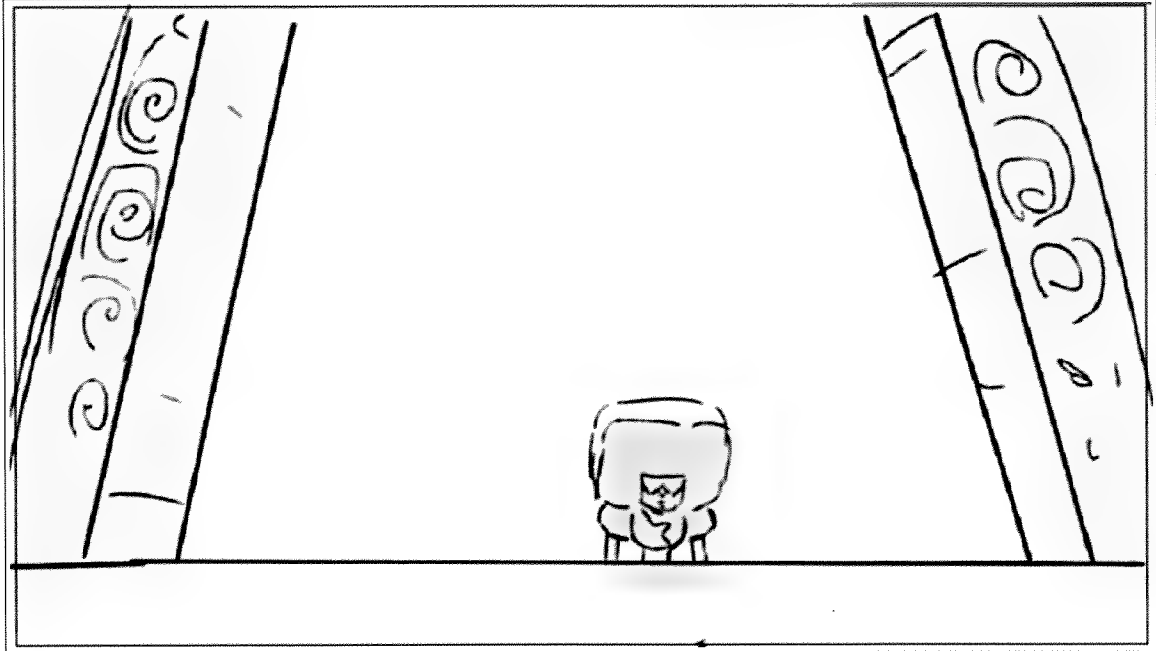
1020-007

Scene	Panel
36	<i>CONT</i> 2



Slugging  
0.15

Scene	Panel
37	1



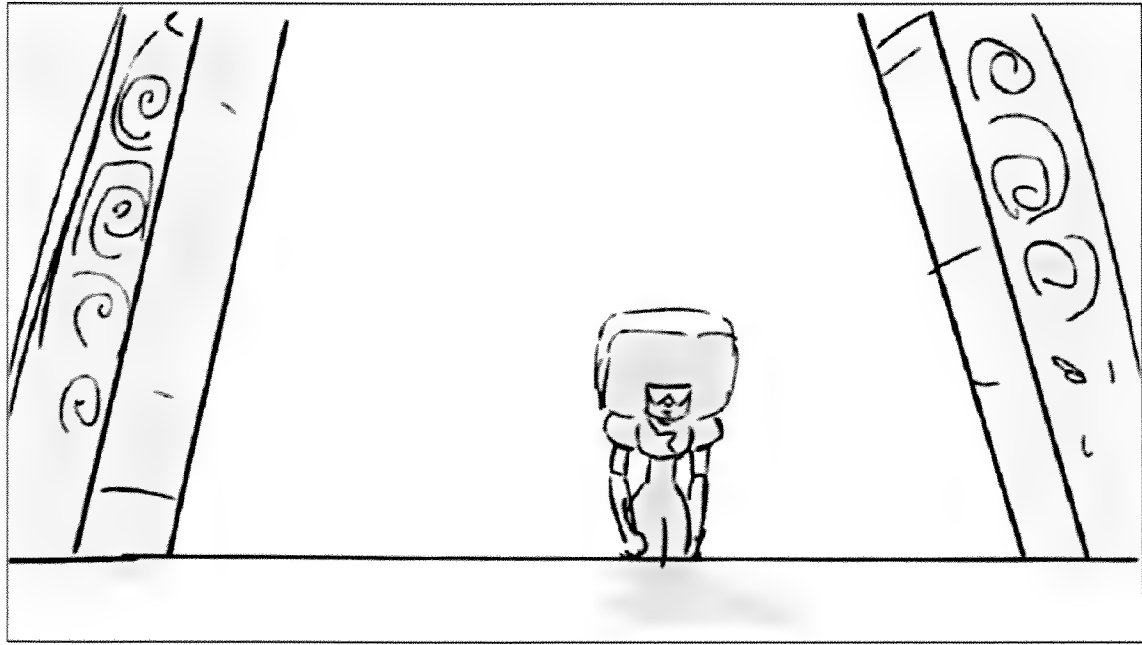
Slugging  
0.10

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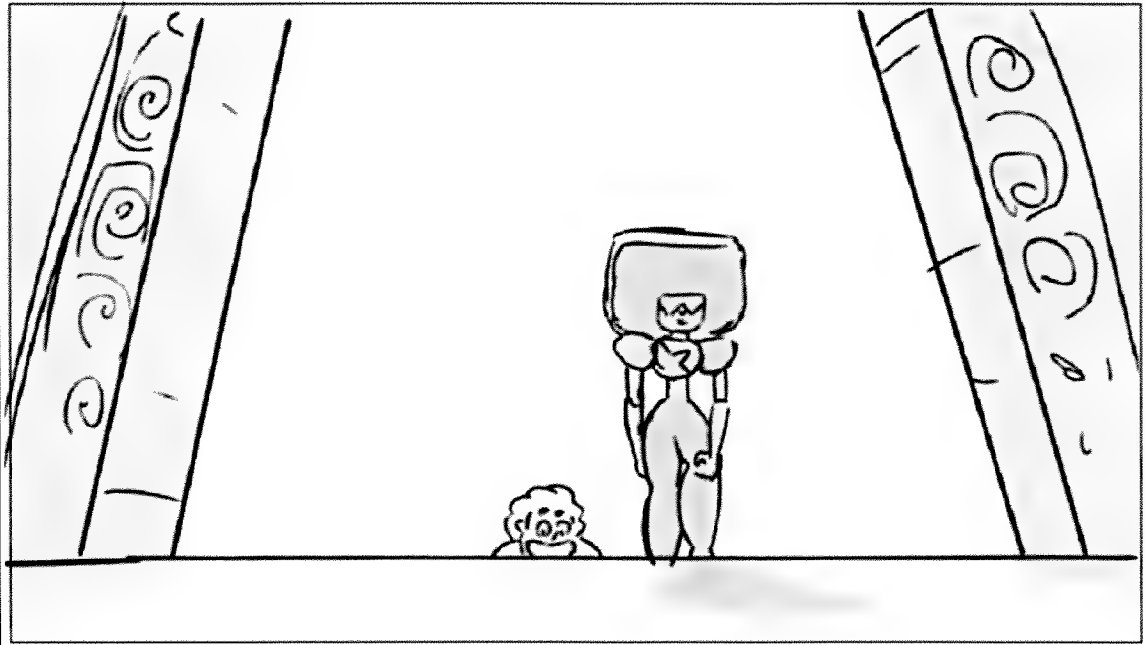
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Scene	Panel
37	cont 2



Slugging  
0.09

Scene	Panel
37	cont 3



Dialog  
STEVEN: <LAUGH>

Slugging  
0.10

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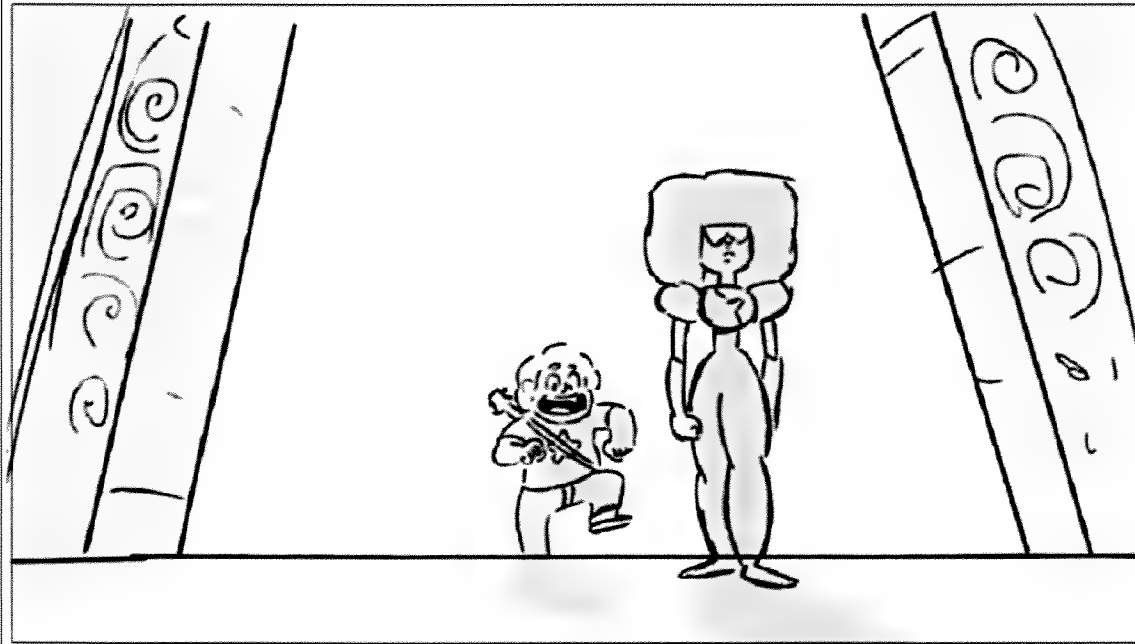
1020-007

1020-007

1020-007

Scene	Panel
37	<i>cont</i>

4

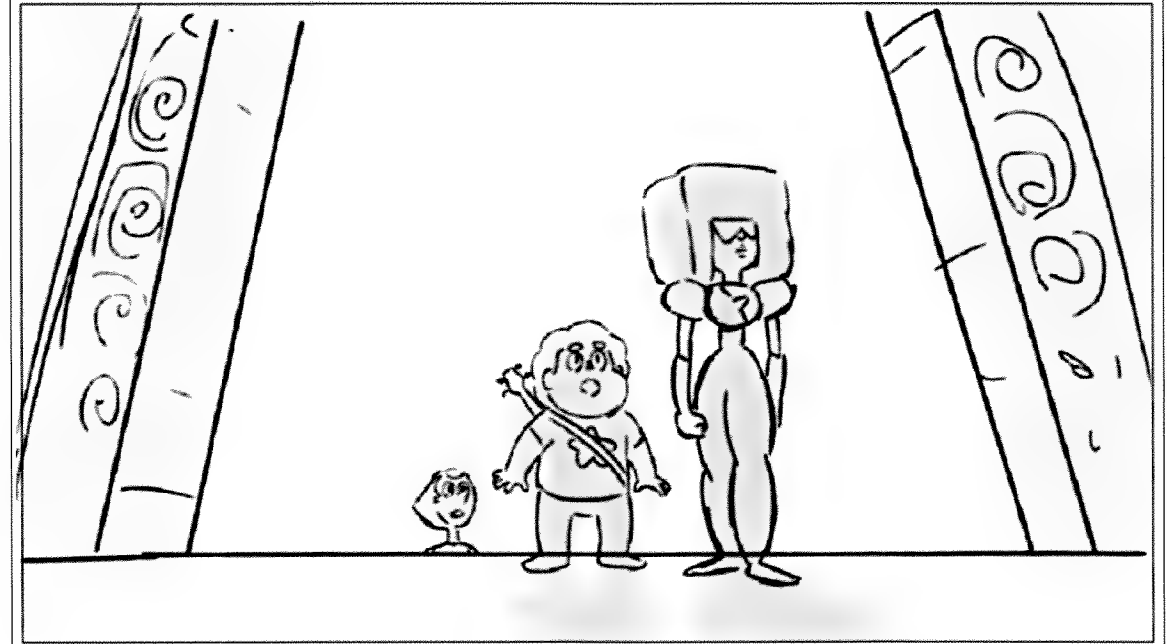


Dialog  
STEVEN: <LAUGH>

Slugging  
0.13

Scene	Panel
37	<i>cont</i>

5



Slugging  
0.14

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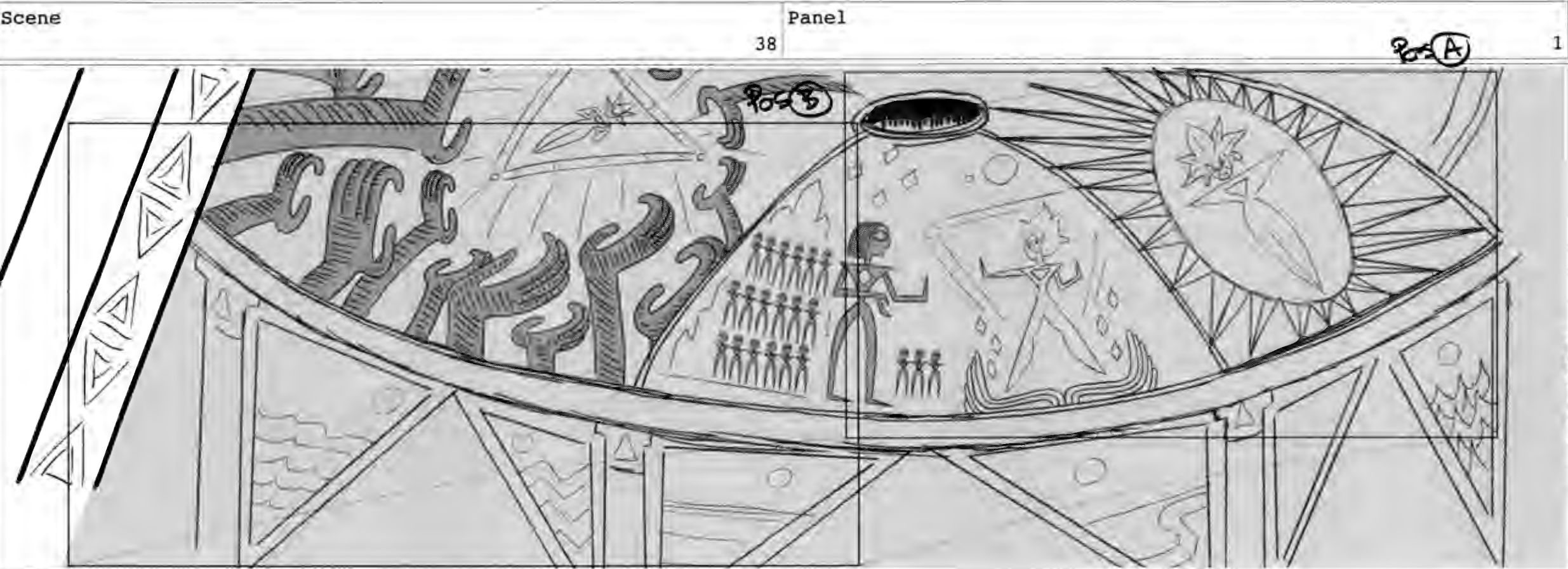
Scene	Panel
37	6
	
<p>Dialog</p> <p>STEVEN: WHHHHOOOOOOAAAAAAAAHHHH!</p>	
<p>Slugging</p> <p>0.09</p>	

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Dialog

STEVEN: WHHHHOOOOOOOAAAAAAAAHHHH!

Slugging

HOLD: 0.10

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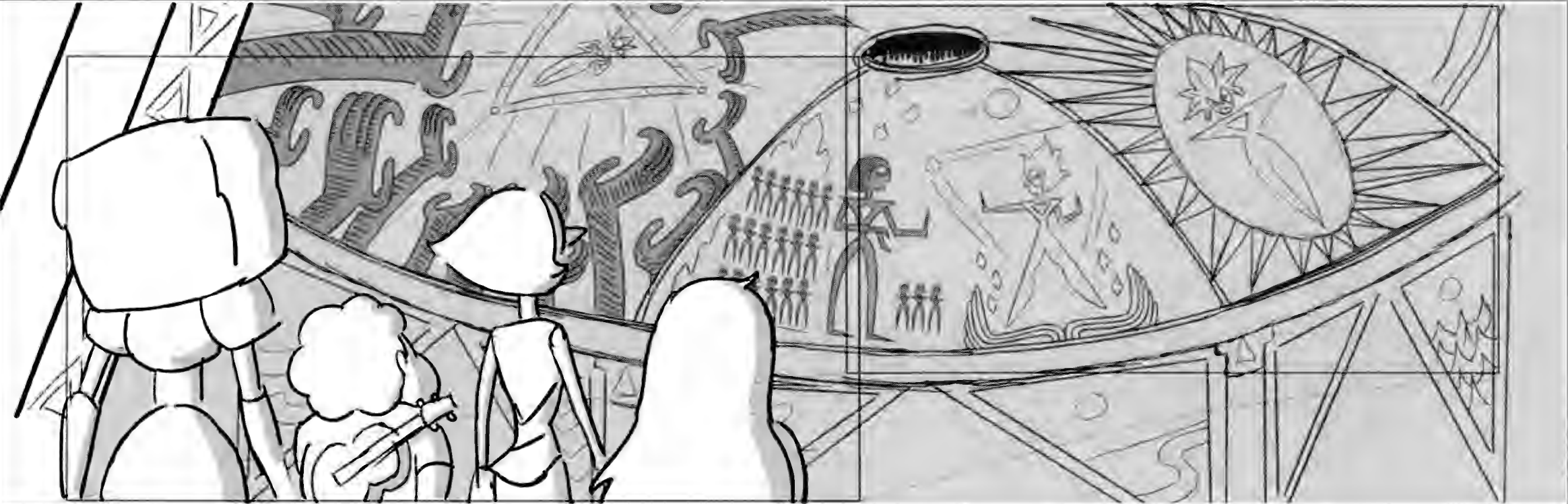
Scene

Panel

38

cont

2



Dialog

STEVEN: WHHHHOOOOOOOAAAAAAAAAHHHH!

Action Notes

Start pose

Slugging

ADJ: 1.05

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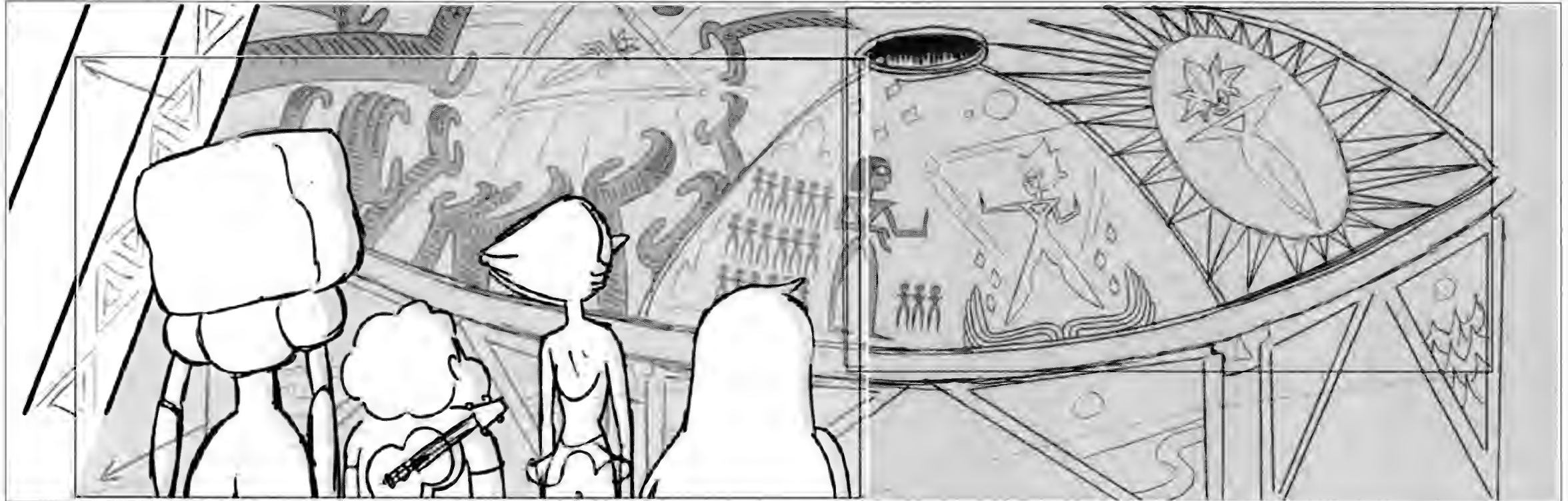
Scene

Panel

38

CONT

3



Slugging

ADJ: 0.15

Then HOLD: 0.15

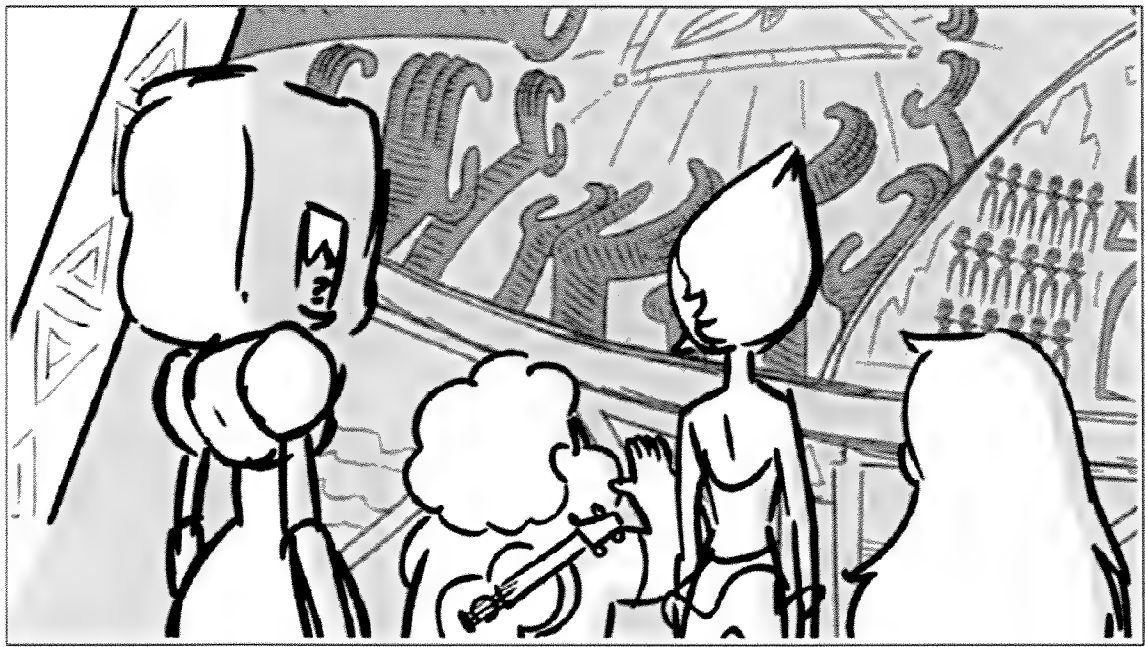
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1020.007

1020.007

Scene	Panel
38	cont 4



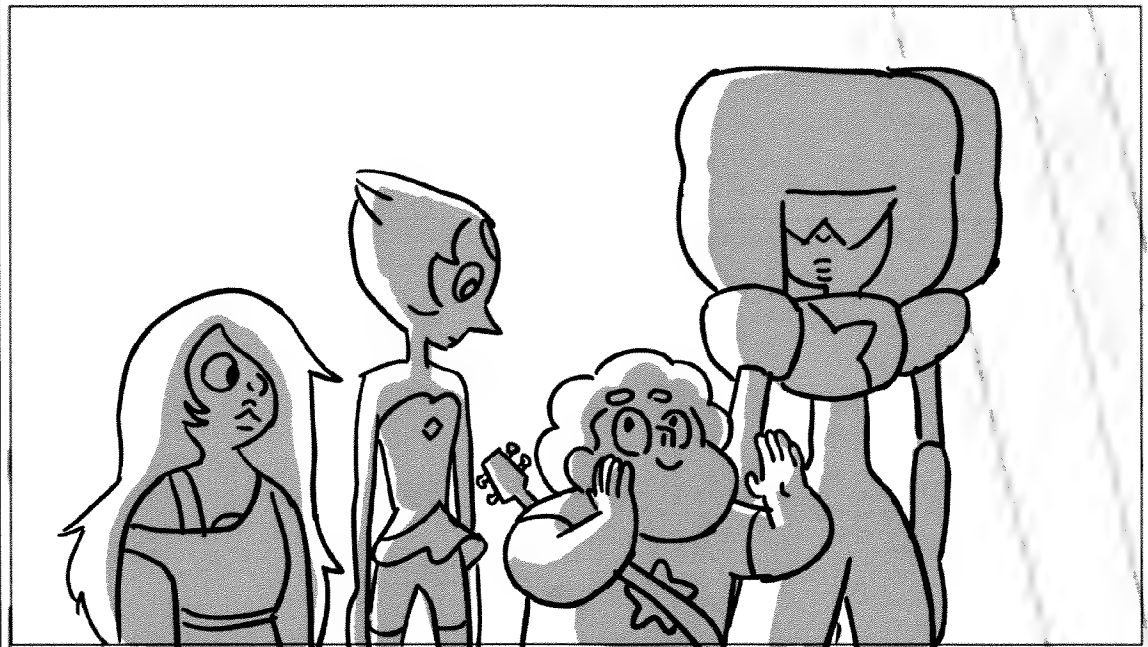
Dialog

STEVEN: (\*YELLING INTO CAVERNOUS ROOM) STEVEN'S THE BEST!

Slugging

2.04

Scene	Panel
39	1



Slugging

2.05

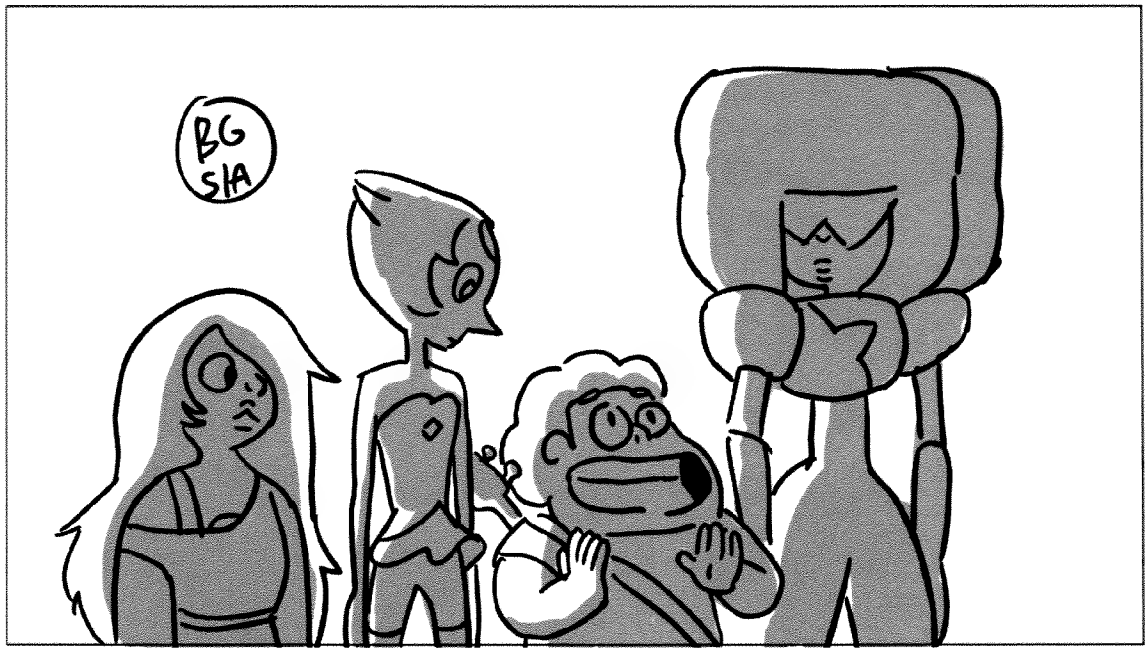
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1020-007

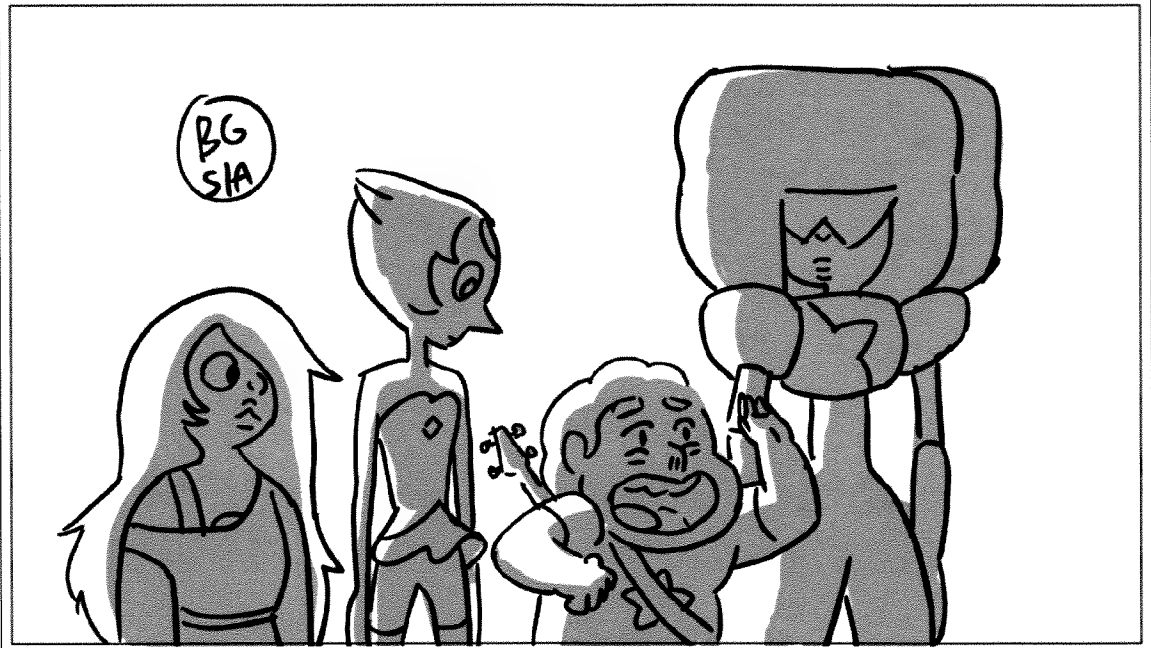


Scene 39 *cont* Panel 2



Slugging  
0.11

Scene 39 *cont* Panel 3



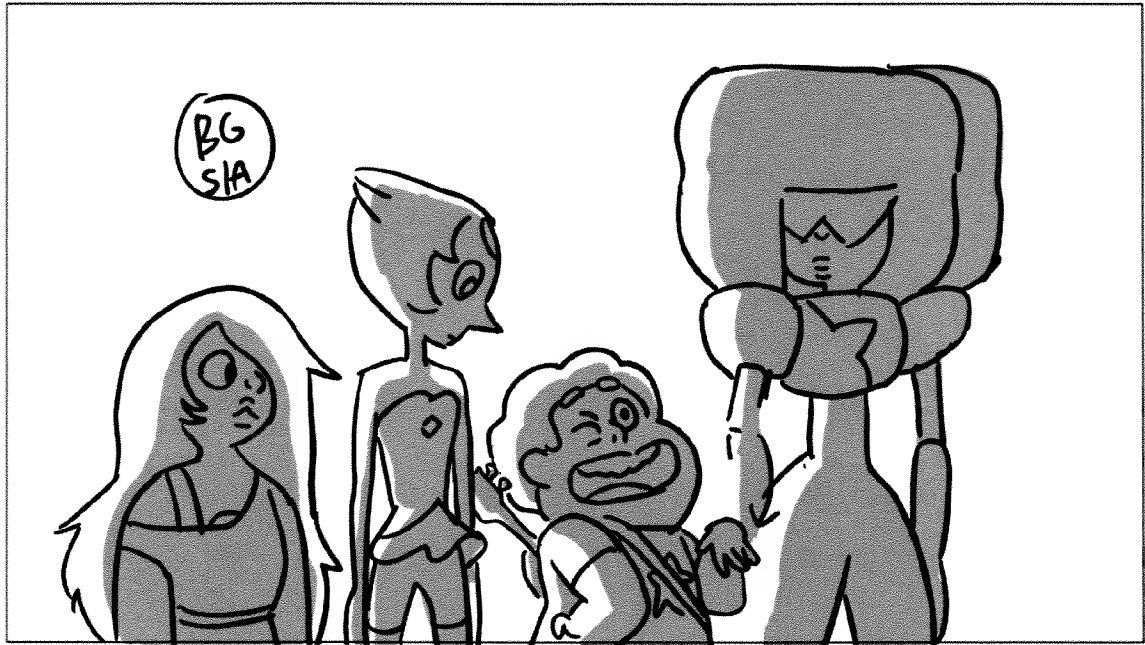
Dialog  
STEVEN: WHY...

Slugging  
0.14  
  
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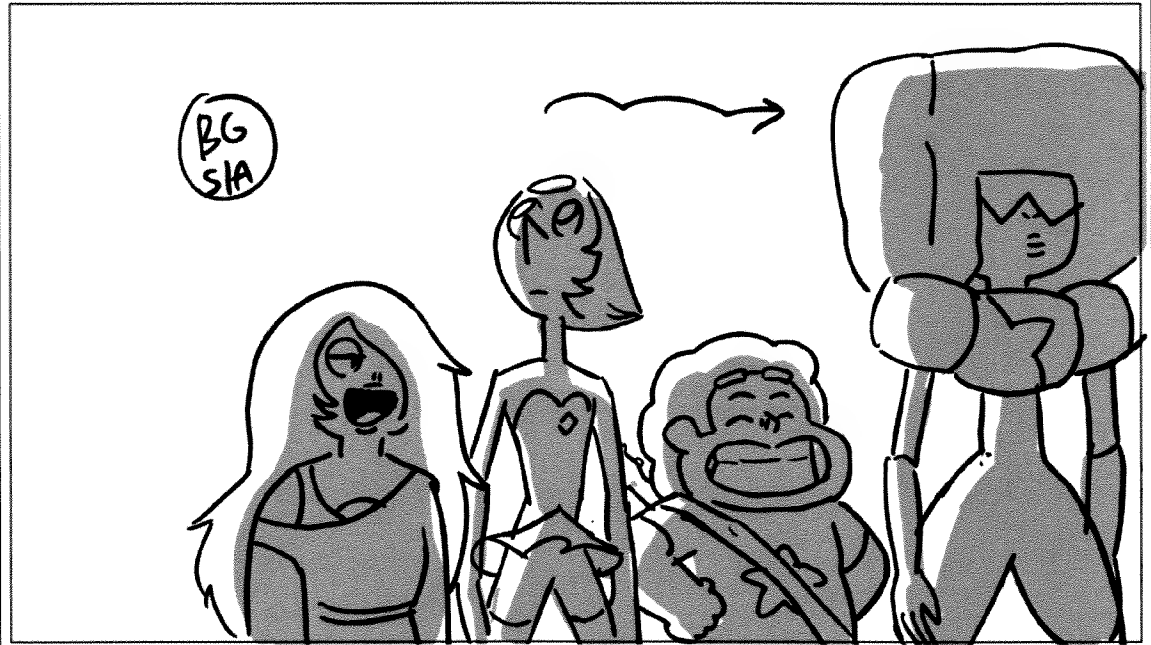
Scene 39 Panel 4



Dialog  
STEVEN: THANK YOU TEMPLE!

Slugging  
2.02

Scene 39 Panel 5



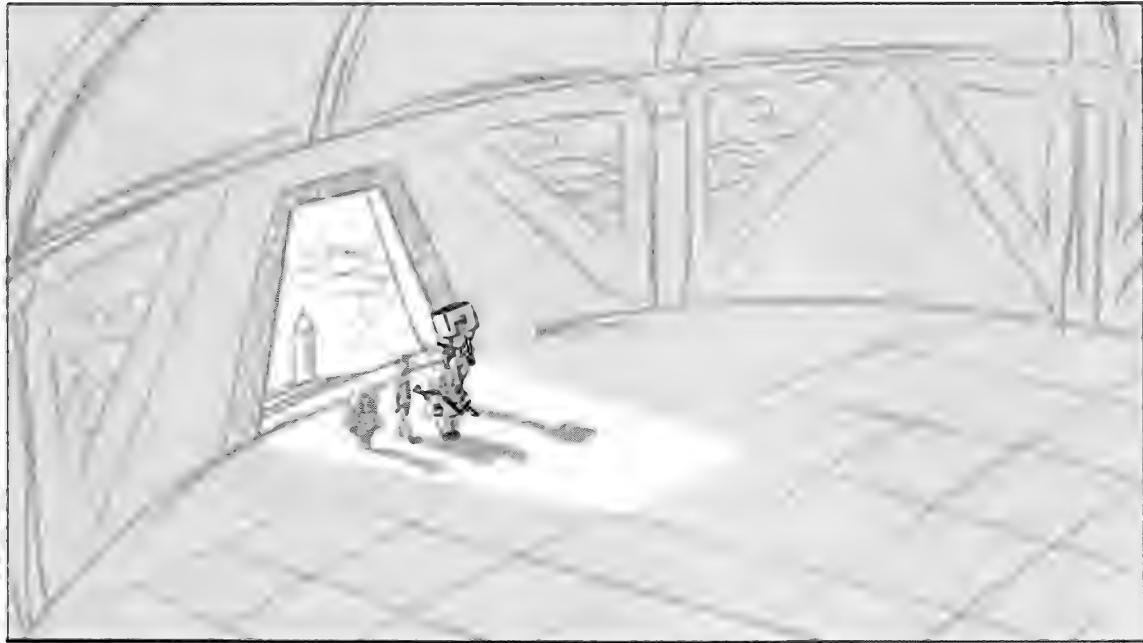
Dialog  
AMETHYST: YER A DOOF

Slugging  
0.15  
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1020.007

1020.007

Scene	Panel
40	1

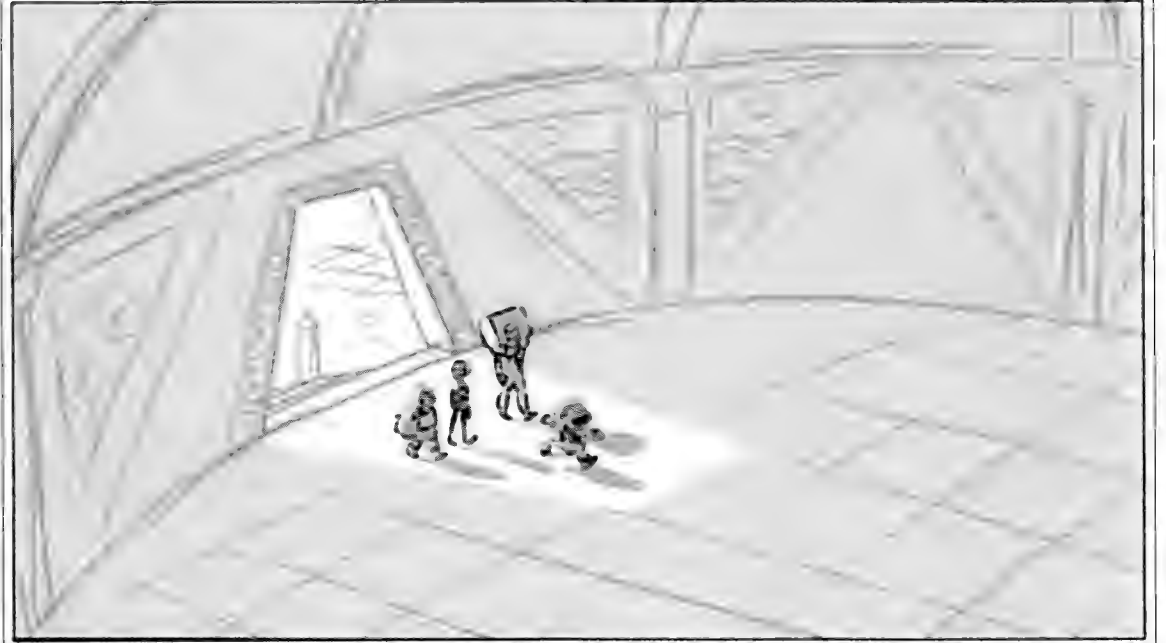


Slugging  
1.01

#### Notes

H.U. Steven pose to previous scene.

Scene	Panel
40	2



Slugging  
Panels 2 + 3 = 1.00

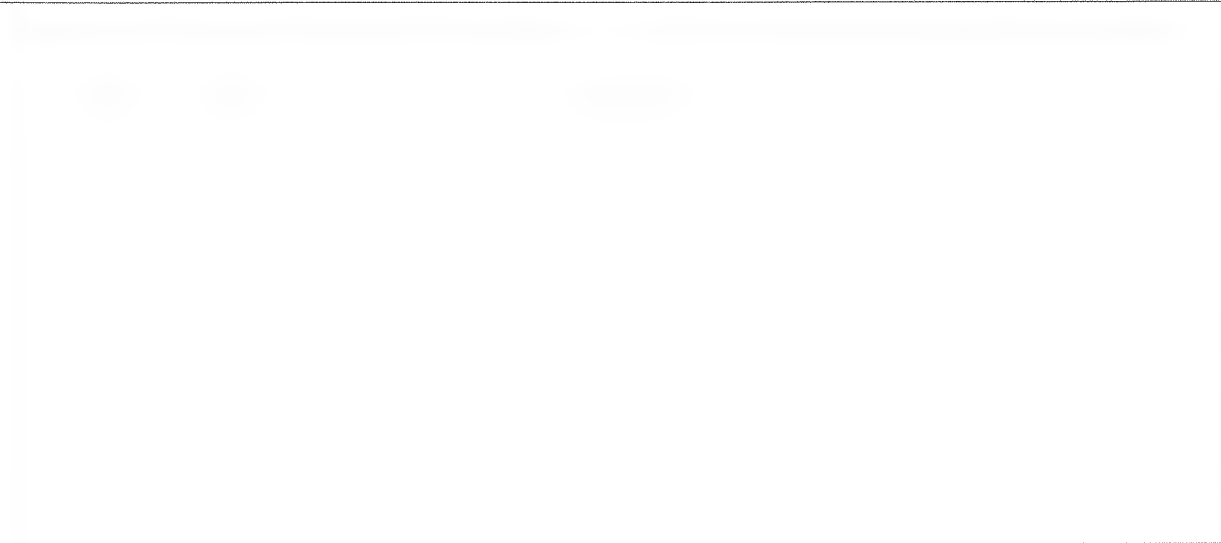
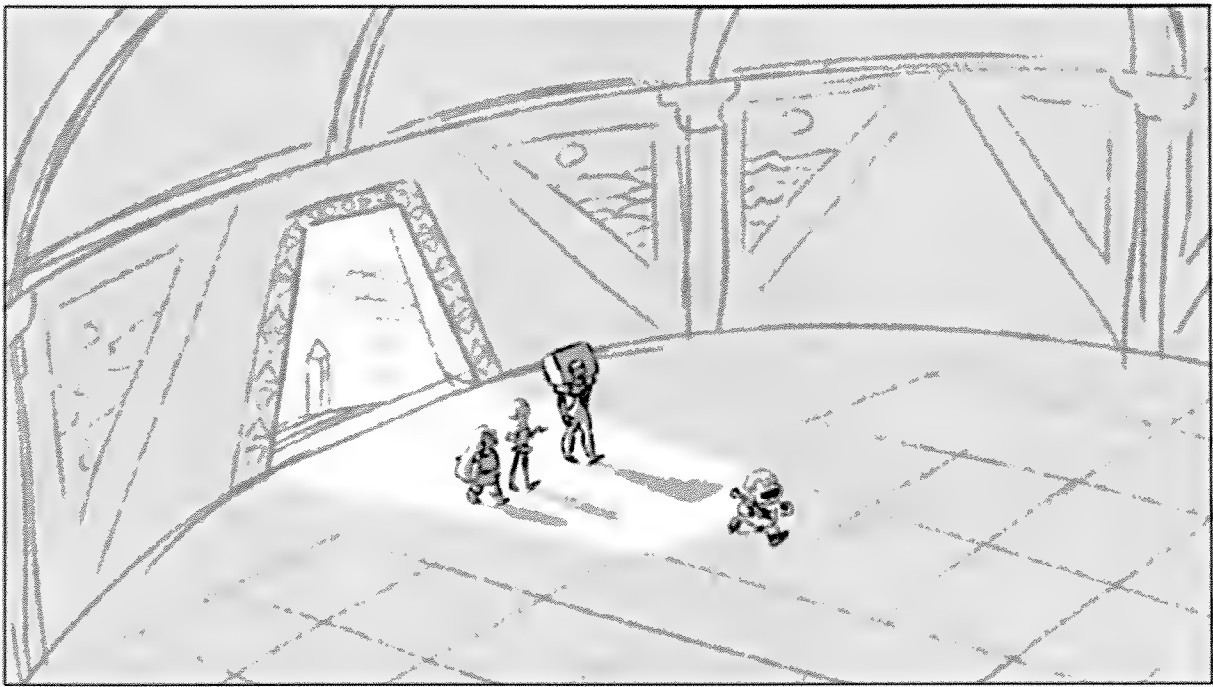
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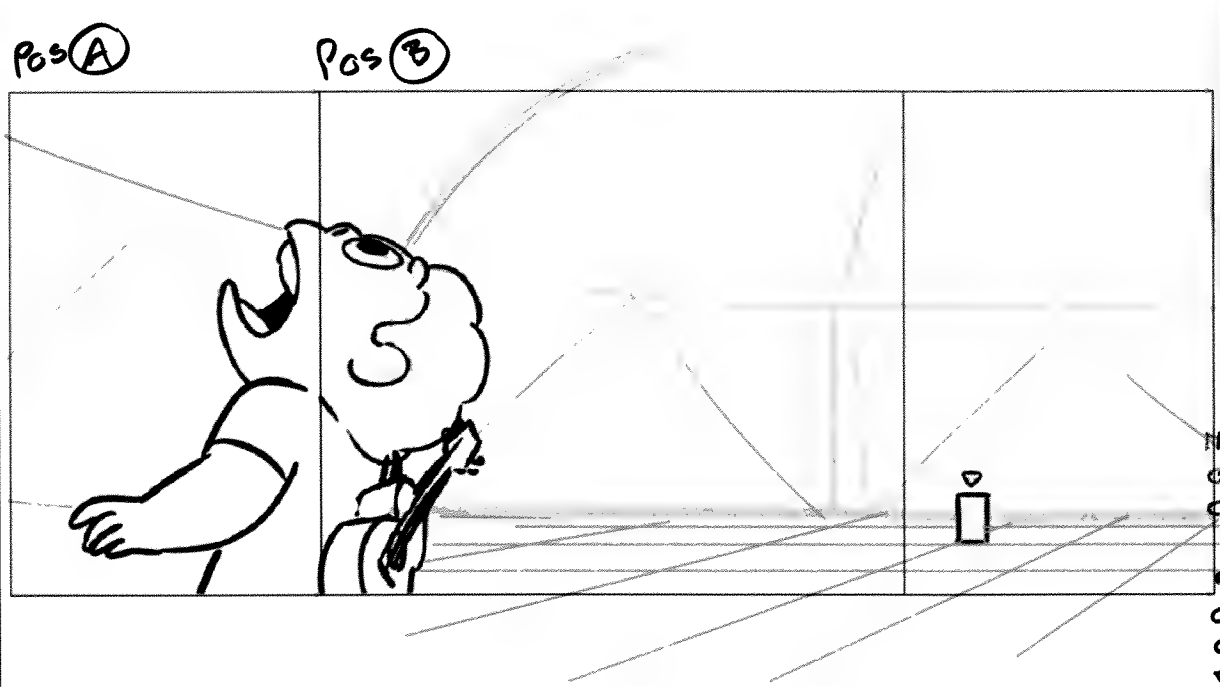
1020-007



Scene	Panel
40	3



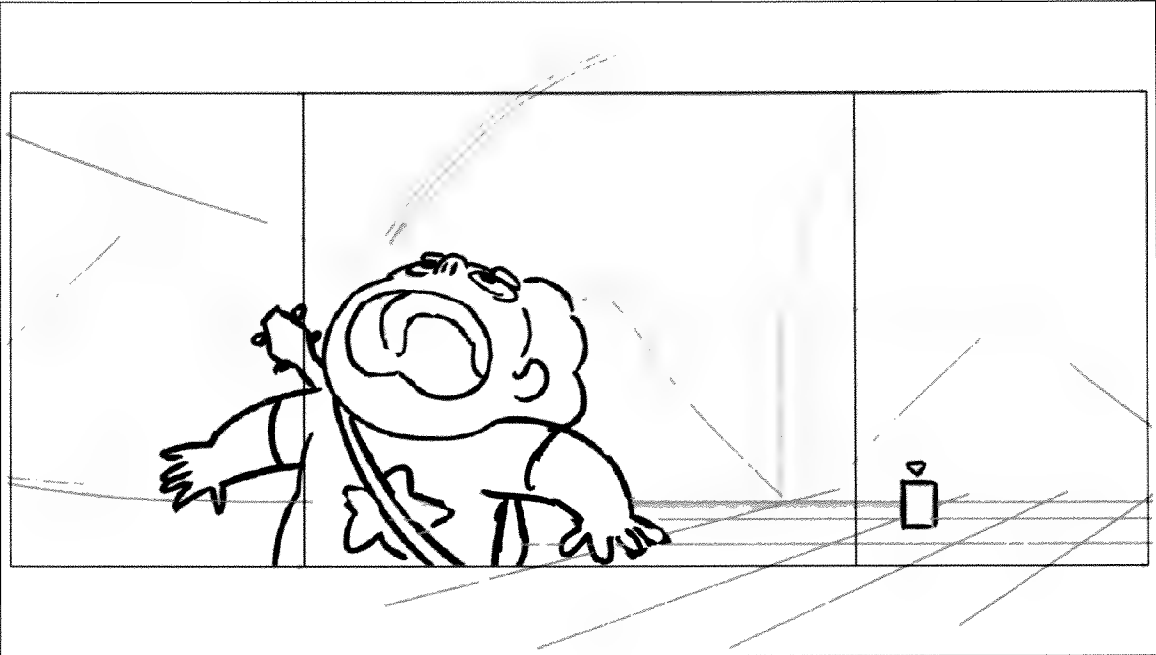
Scene	Panel
41	1



Slugging  
ADJ: 0.09

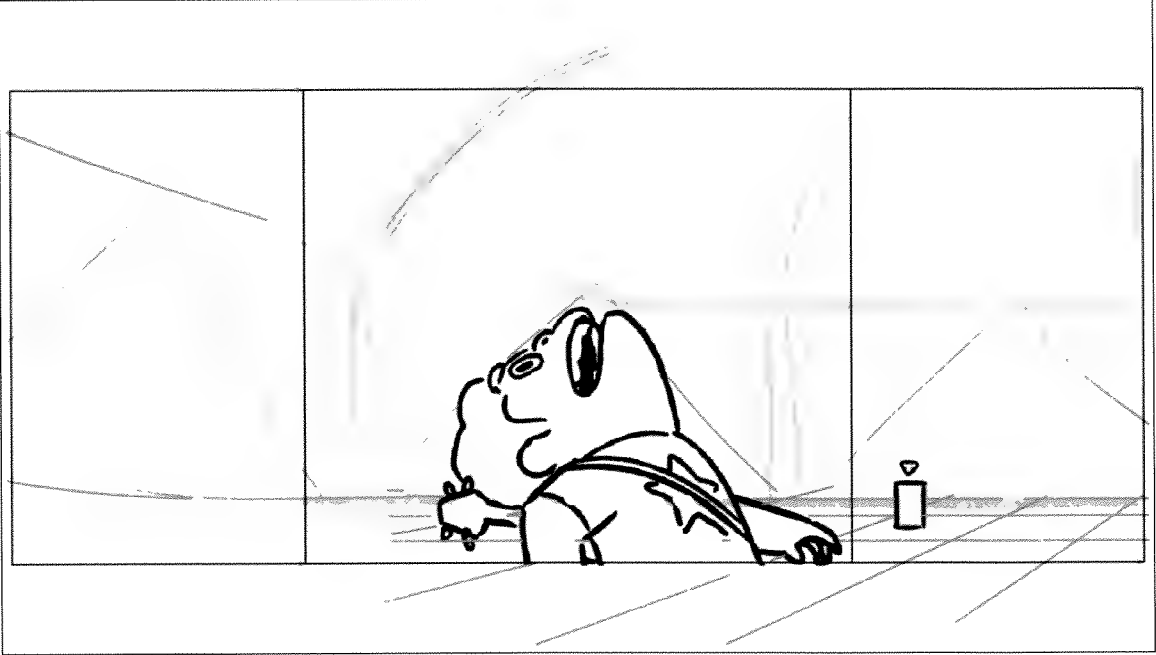
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Scene	Panel
41	2



Slugging  
ADJ: 0.09

Scene	Panel
41	3



Slugging  
ADJ: 0.11

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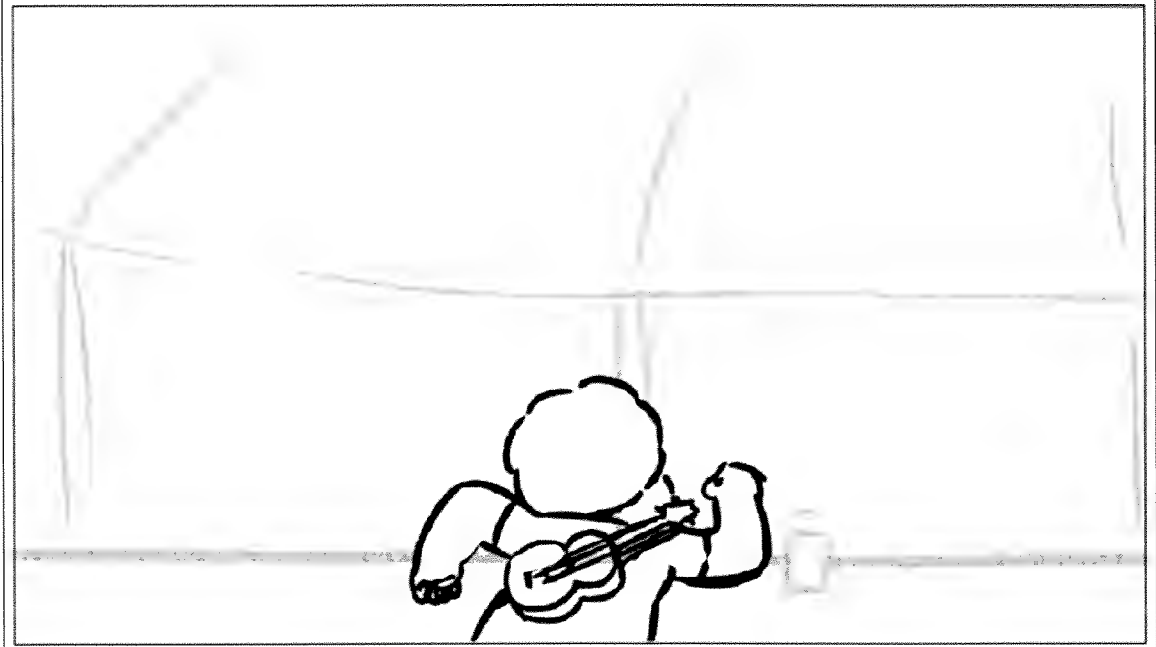
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Scene 41 *CONT* Panel 4



Slugging  
1.05

Scene 41 *CONT* Panel 5



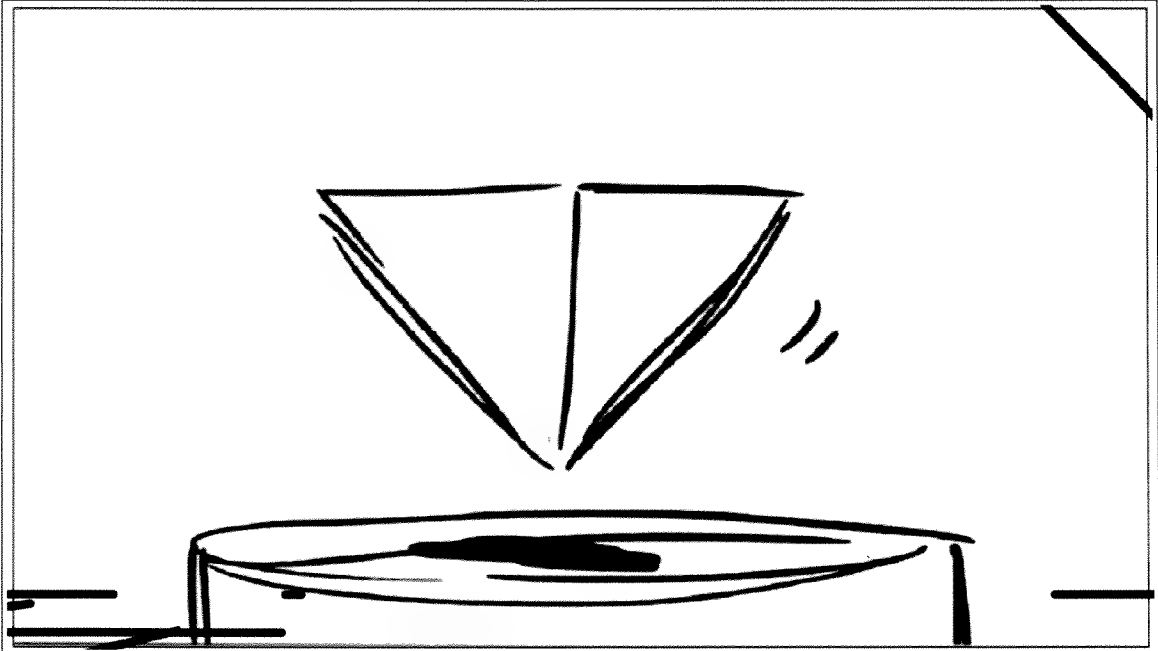
Slugging  
1.04

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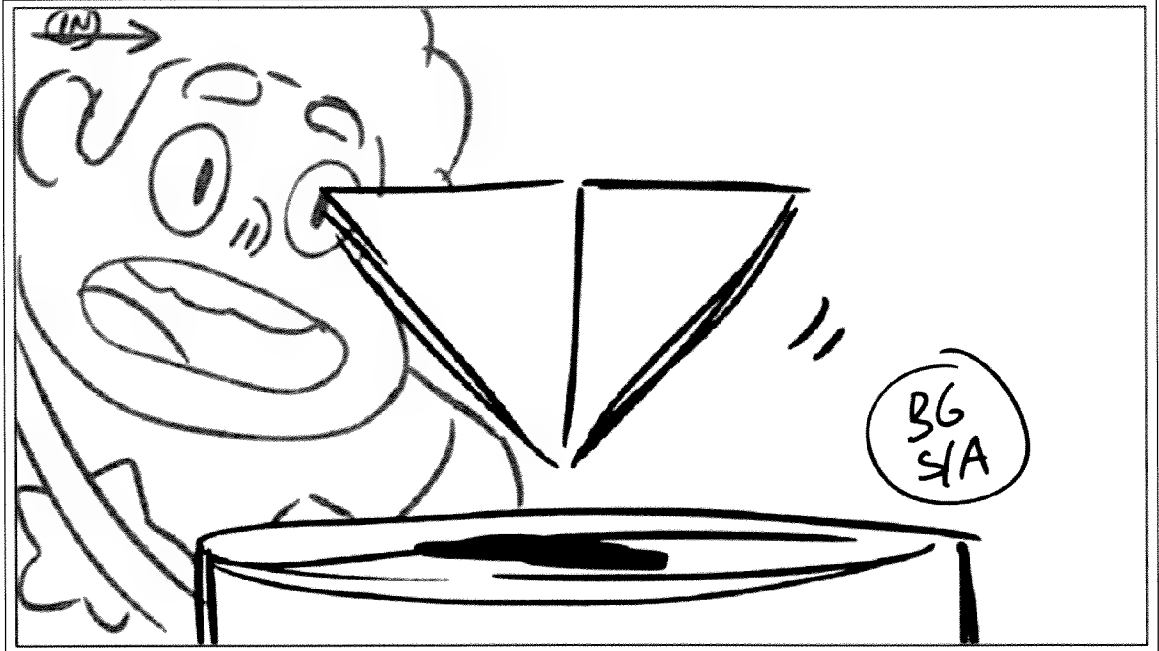
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Scene	Panel
42	1



Slugging  
1.07

Scene	Panel
42	2

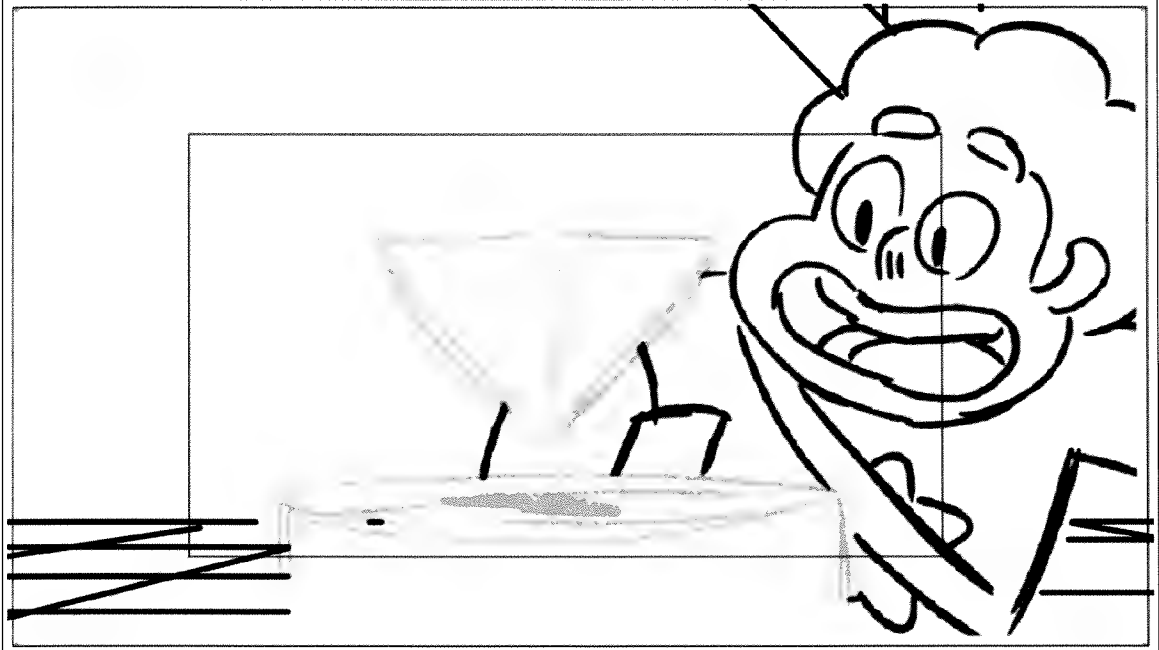


Dialog  
STEVEN: HEY...

Slugging  
1.03

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Scene	Panel
42	cont 3



Dialog

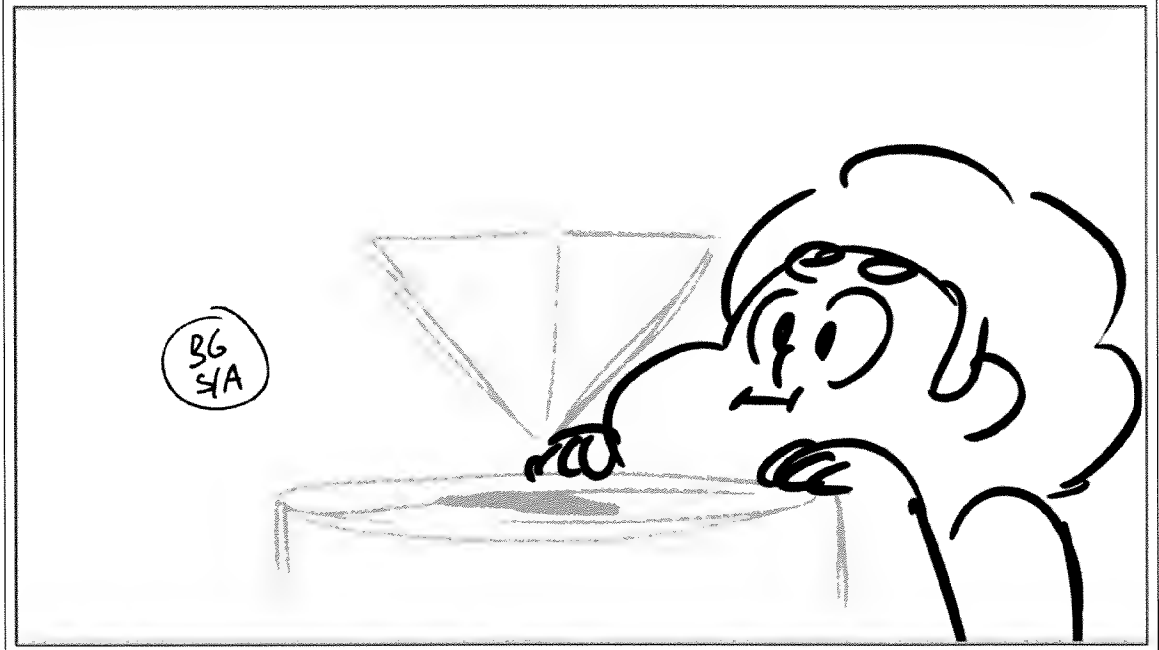
STEVEN: WHAT'S THIS THING?

Slugging

2.02

Quick ADJ then HOLD.

Scene	Panel
42	cont 4



Slugging

1.03

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Scene	Panel
42	CONT
5	



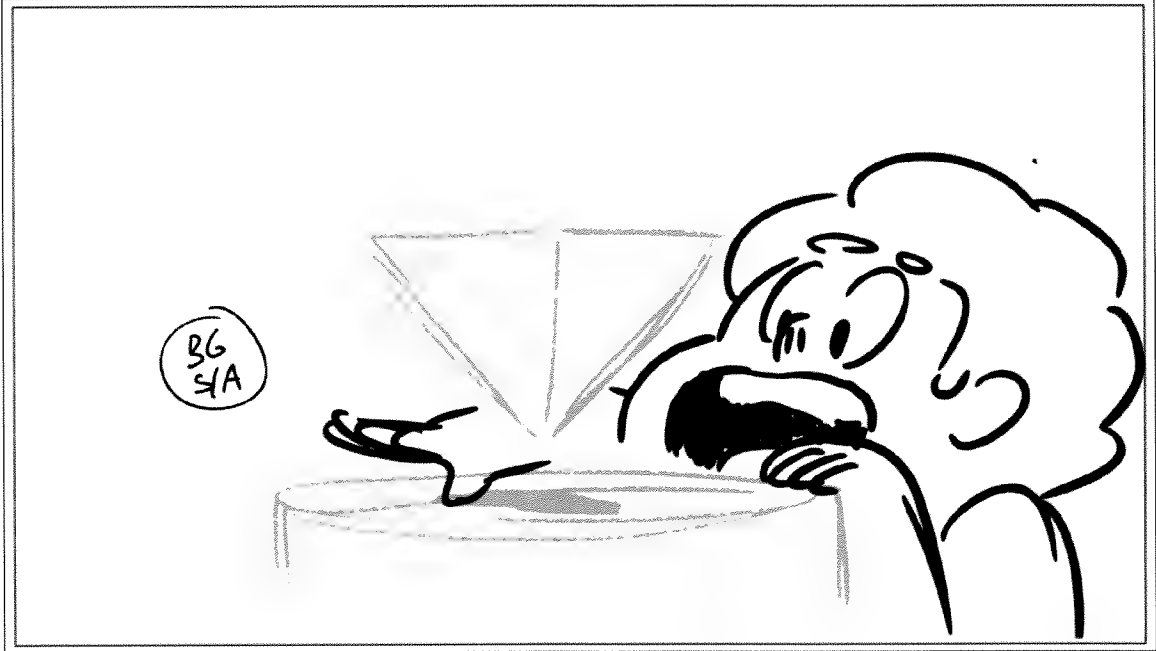
Dialog

STEVEN: IT'S LIKE A...

Slugging

1.03

Scene	Panel
42	CONT
6	



Dialog

STEVEN: ...COOL ...

Slugging

0.11

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Scene	Panel
42	CONT 7



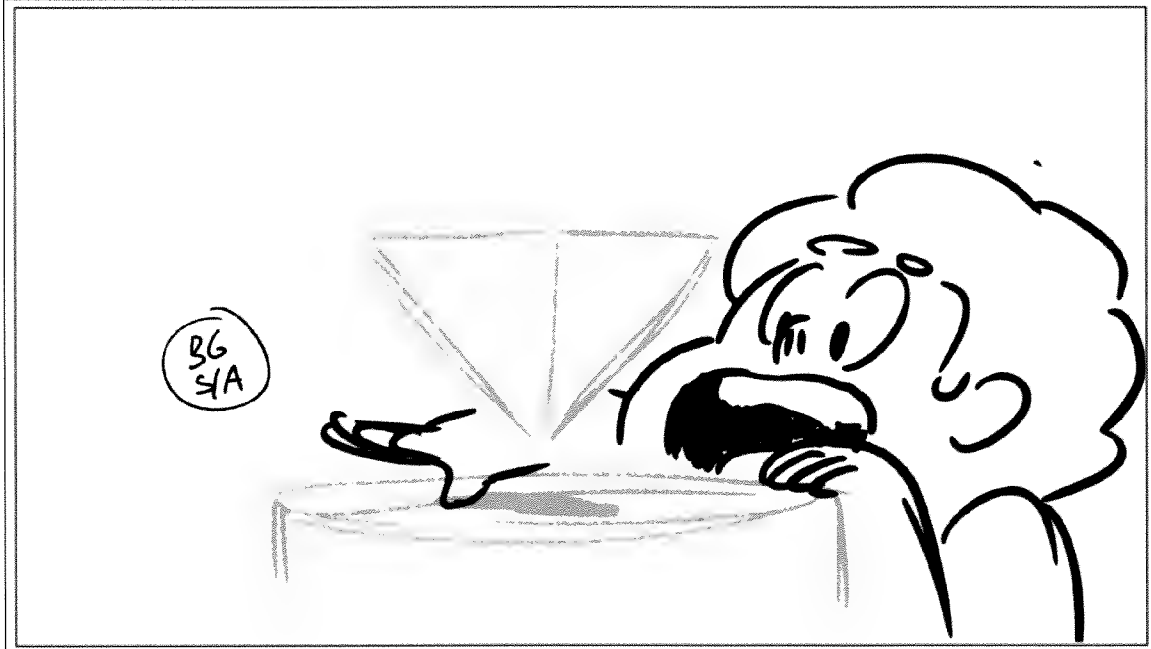
Dialog

STEVEN: ...FLOATY...

Slugging

0.10

Scene	Panel
42	CONT 8



Dialog

STEVEN: ...TRIANGLE THING!

Slugging

0.13

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Scene	Panel
42	9



Dialog

STEVEN: ...FLOATY...

Slugging

0.14

Scene	Panel
43	1



Dialog

PEARL: WHATEVER IT IS

AMETHYST: <YAWN>

Slugging

2.05

Notes

Steven appears to run to the other side of this object in the previous scene. Should be changed to work one way or the other.

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Scene	Panel
43	cont 2



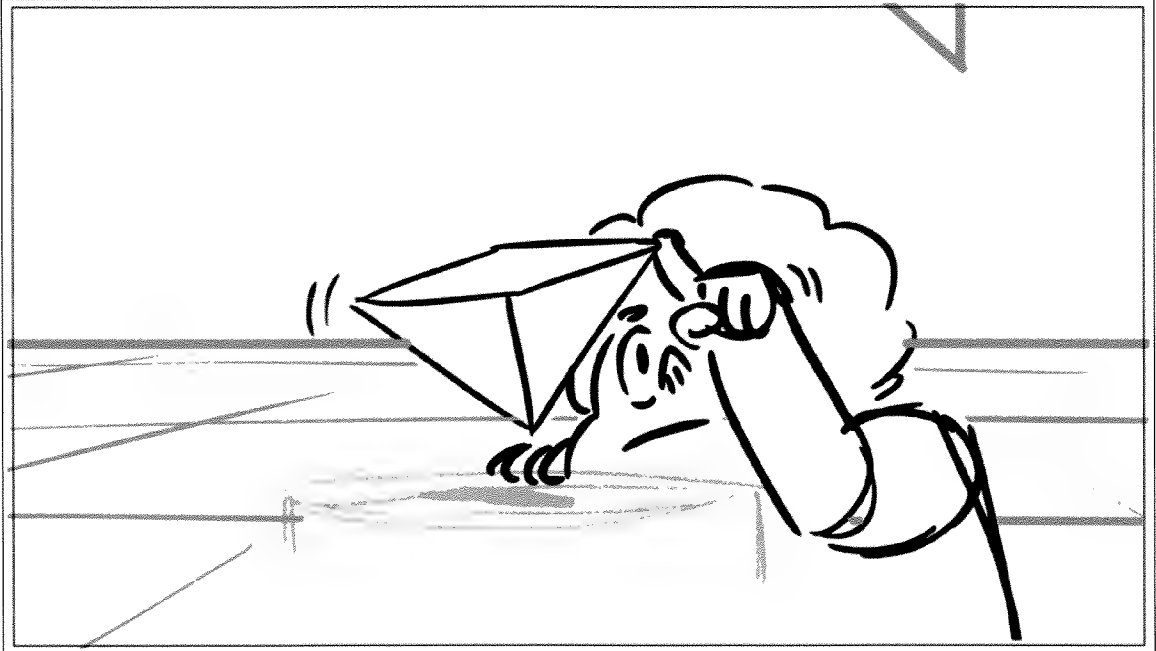
Dialog

PEARL: YOU PROBABLY SHOULDN'T

Slugging

1.14

Scene	Panel
44	1



Dialog

PEARL: TOUCH IT!

Slugging

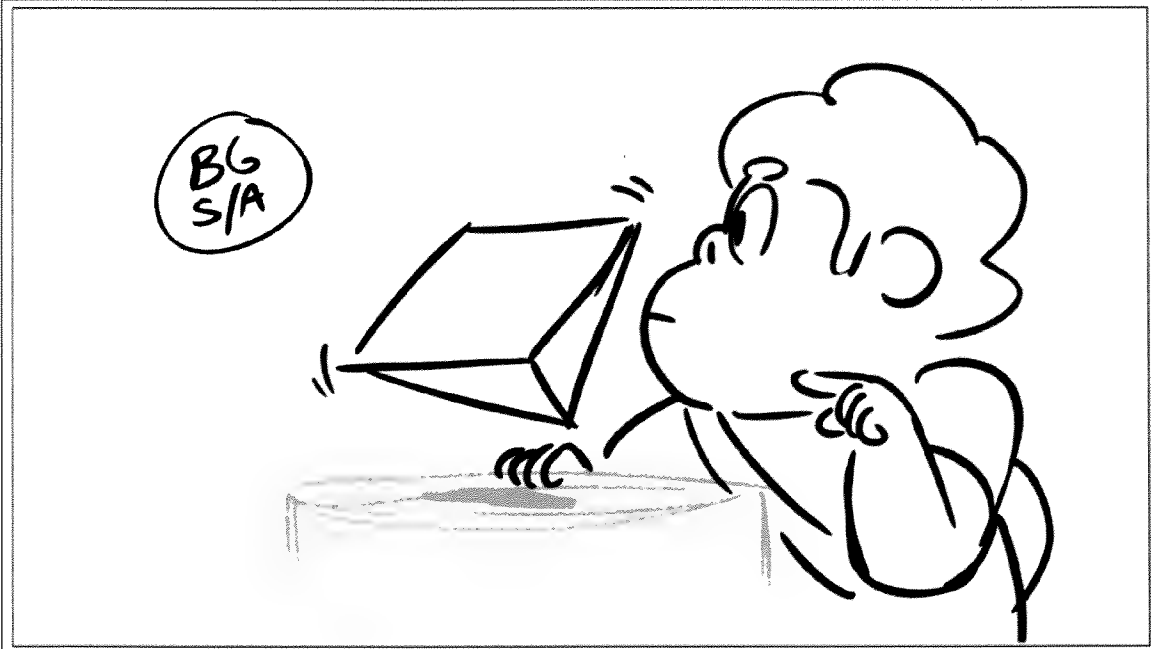
0.12

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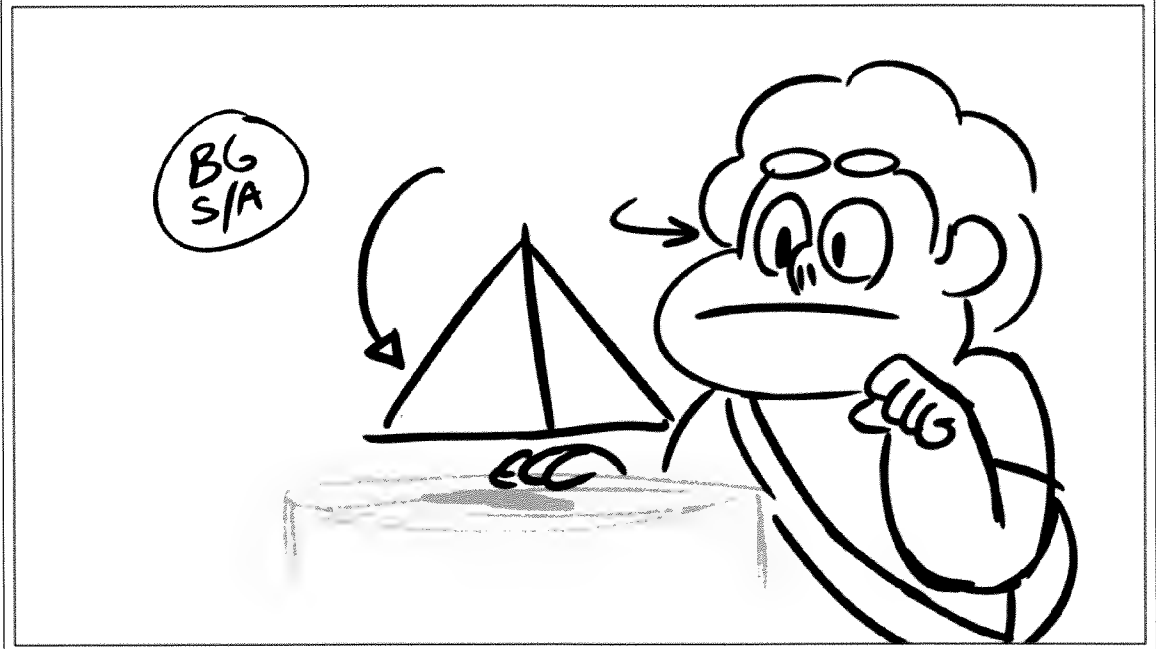
Scene 44 *CONT* Panel 2



Slugging  
0.06

Notes  
Again, Steven looks west (screen left) here back at Pearl. He should probably be moved to the other side of teh object in the previous scene to connect.

Scene 44 *CONT* Panel 3



Slugging  
1.03

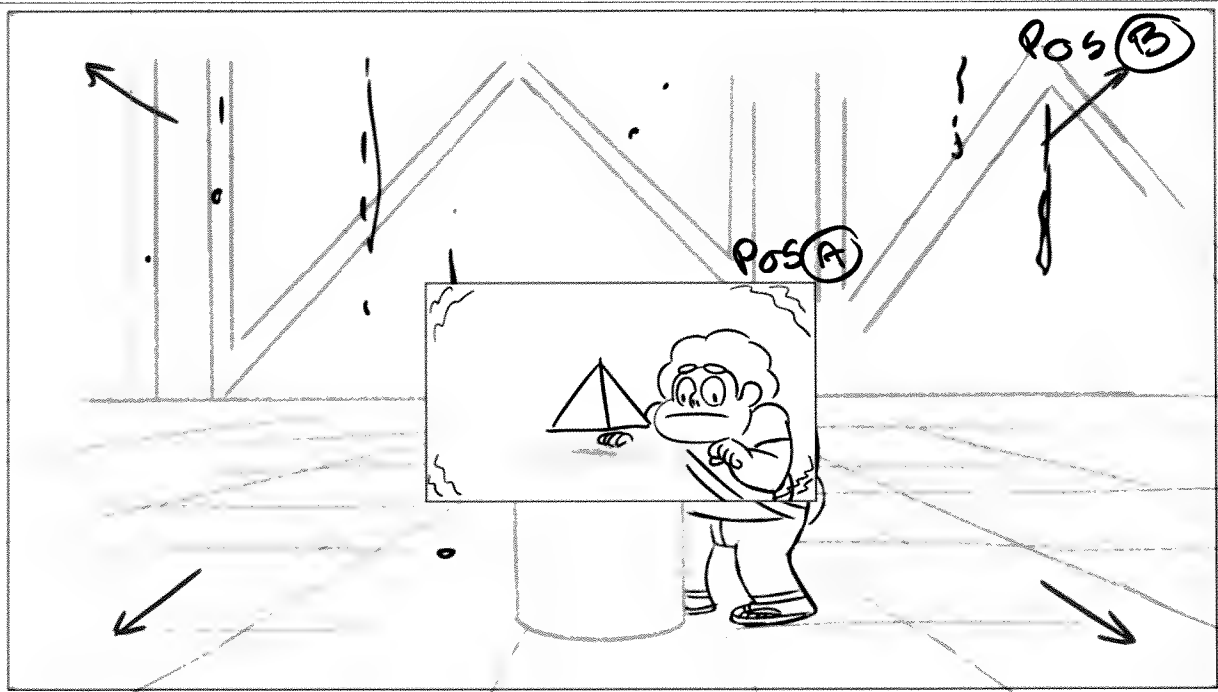
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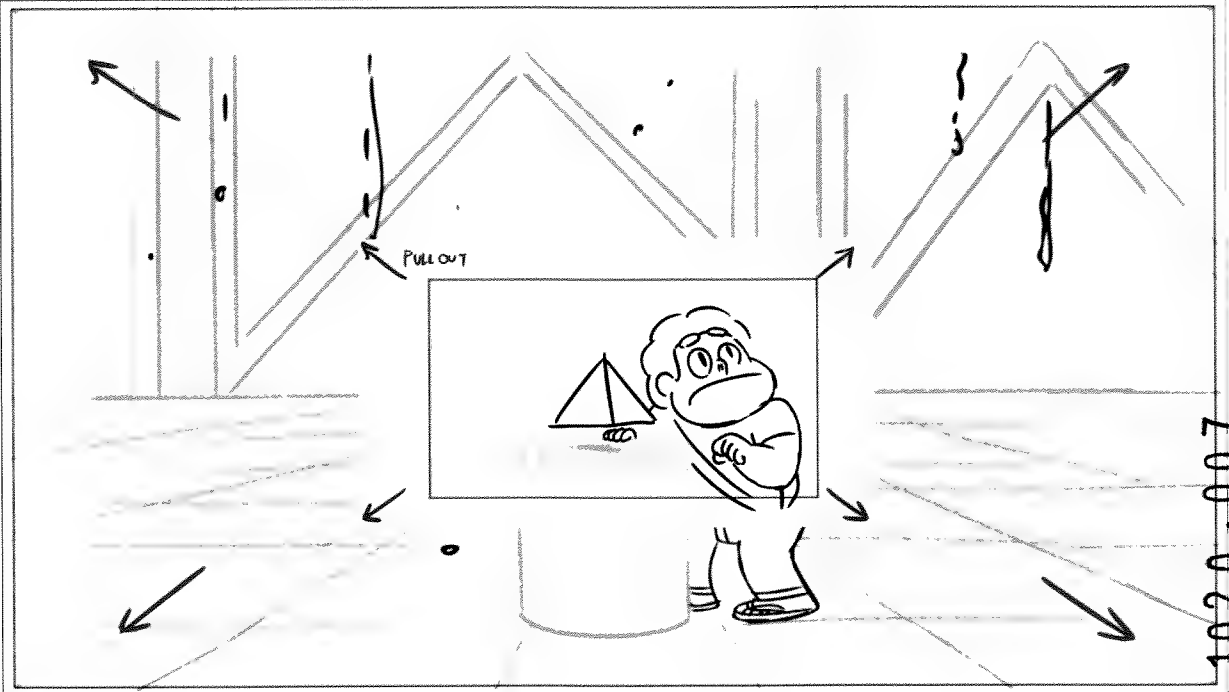
Scene Panel  
44 *CONT* 4



Action Notes  
widen

Slugging  
HOLD: 0.14

Scene Panel  
44 *CONT* 5



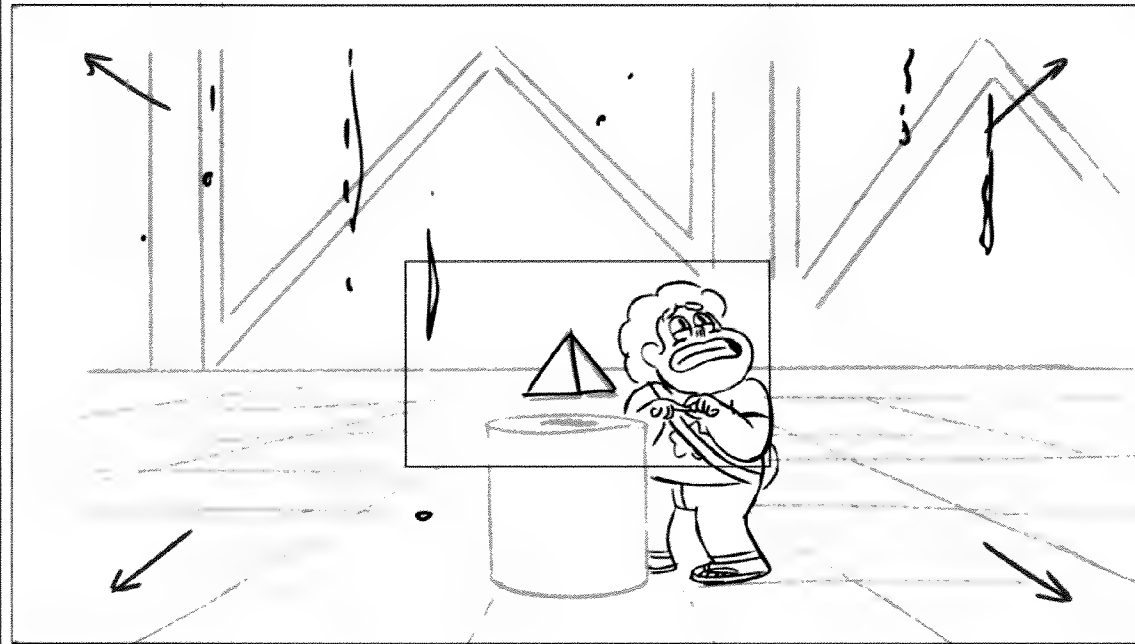
Action Notes  
widen

Slugging  
ADJ: 0.05

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Scene 44 Panel 6  
*CONT*



Action Notes  
widen

Slugging  
HOLD OUT: 1.06

Scene 44 Panel 7  
*CONT*



Dialog  
PEARL: STEVEN!

Action Notes  
Peal and Anythist into scene.

Slugging  
1.09

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Scene	Panel
44	CONT 8
	
<p>Dialog</p> <p>PEARL: WHAT HAVE WE TOLD YOU ABOUT</p>	
<p>Action Notes</p> <p>Garnet into scene.</p>	
<p>Slugging</p> <p>2.02</p>	

Scene	Panel
44	CONT 9
	
<p>Dialog</p> <p>PEARL: TOUCHING MAGICAL THINGS?</p>	
<p>Slugging</p> <p>2.10</p>	
<p>JUN 10 2015</p>	

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Scene	Panel
44	<i>CONT</i> 10



Dialog

STEVEN: DEFINITELY ALWAYS...

Slugging

2.11

Scene	Panel
44	<i>CONT</i> 11



Dialog

STEVEN: ... NEVER DO IT.

Slugging

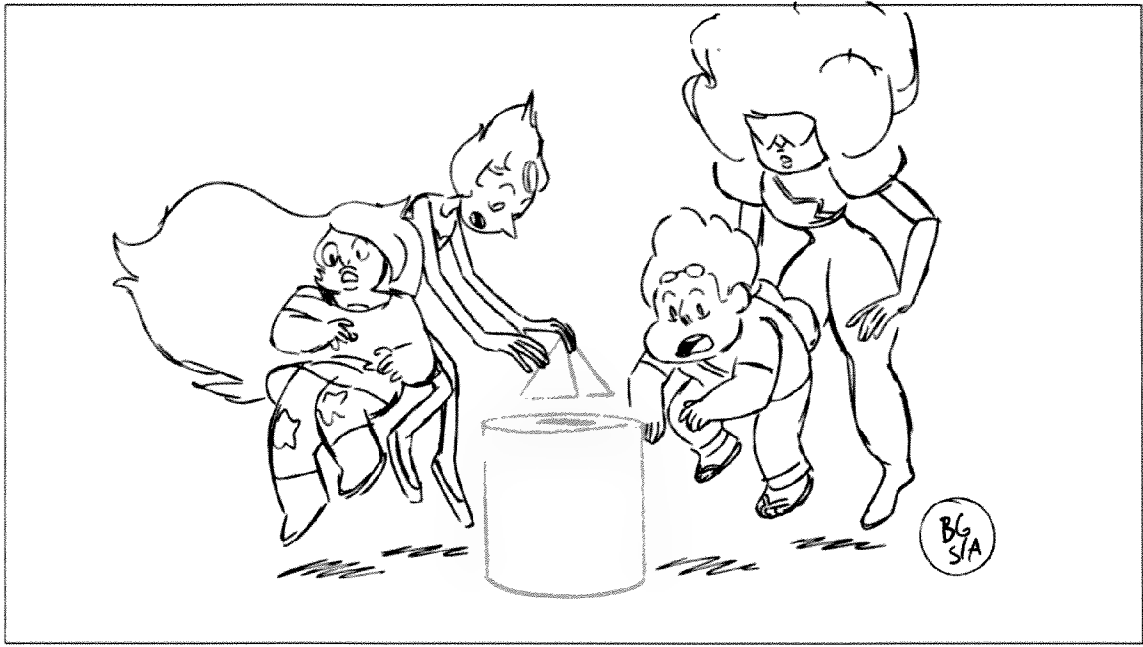
2.01

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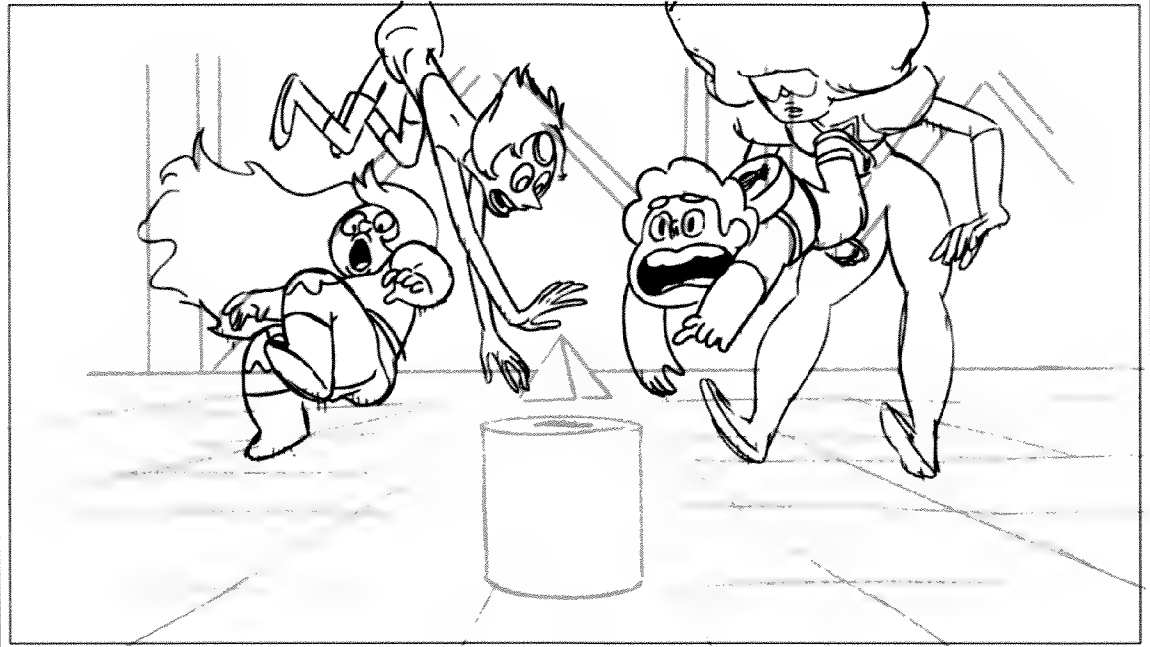
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Scene 44 *cont* Panel 12



Slugging  
0.10

Scene 44 *cont* Panel 13



Dialog  
ALL: <YELL>

Slugging  
0.11

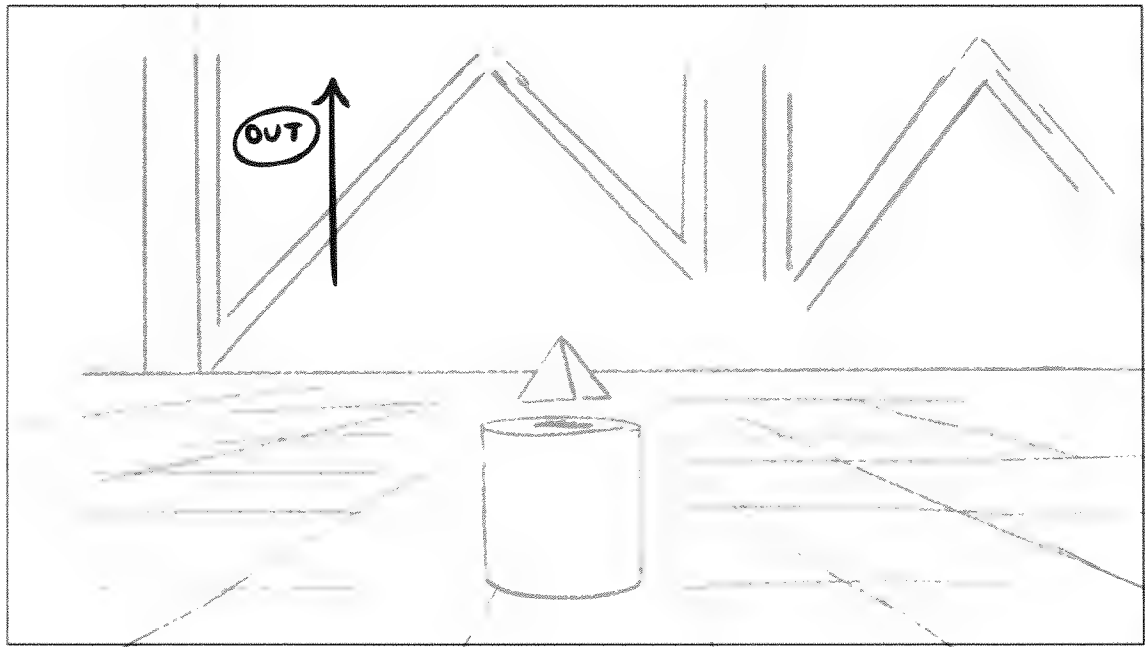
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1020-007

Scene	Panel
44	14



Dialog  
ALL: <YELL>

Slugging  
1.03

Scene	Panel
45	1



Dialog  
ALL: <YELL>

Slugging  
0.07

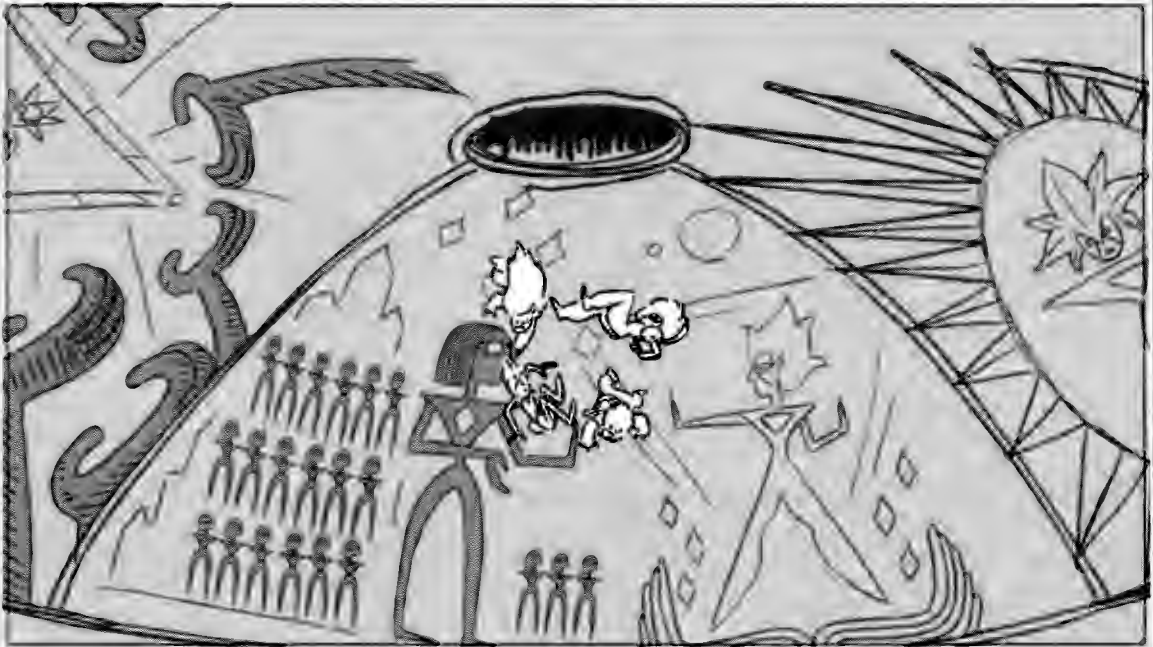
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1020-007

1020-007



Scene	Panel
45	cont 2
	
Dialog ALL: <YELL>	
Slugging 0.06	

Scene	Panel
45	cont 3
	
Dialog ALL: <YELL>	
Slugging 0.07	

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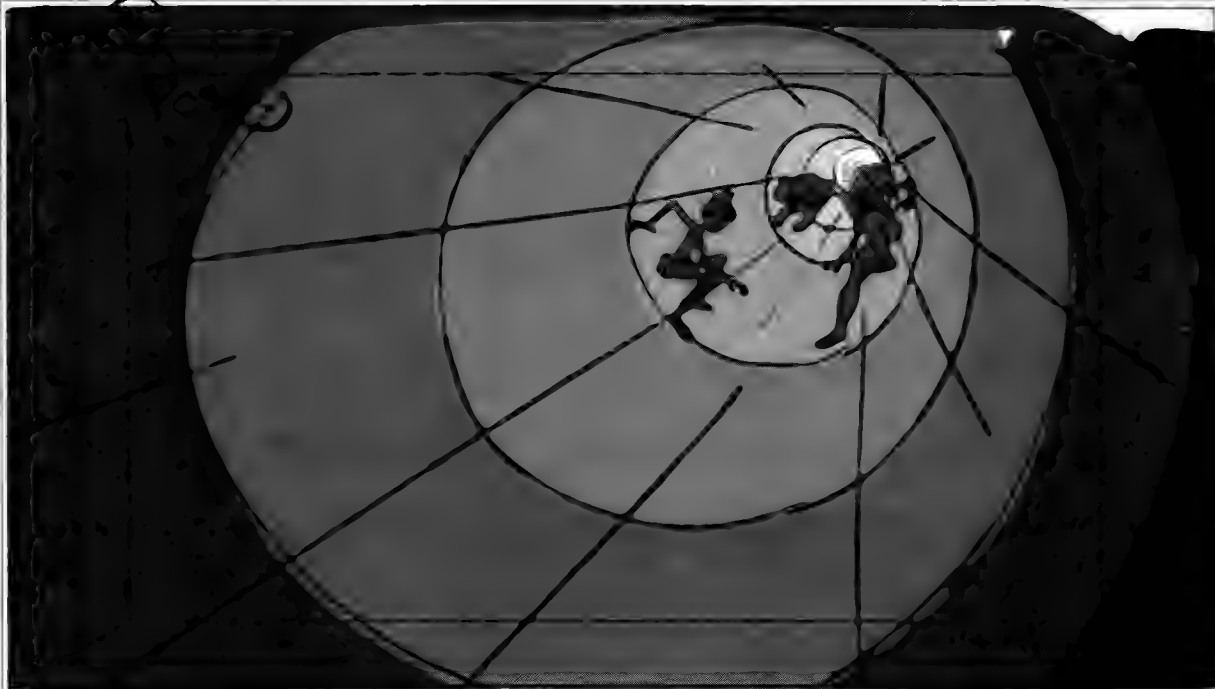
Scene	Panel
45	cont



Dialog  
ALL: <YELL>

Slugging  
0.12

Scene	Panel
46	1



Dialog  
STEVEN: <YELL>

Action Notes  
Camera pulls back as characters fall towards/past camera.

Slugging  
ADJ: 0.08

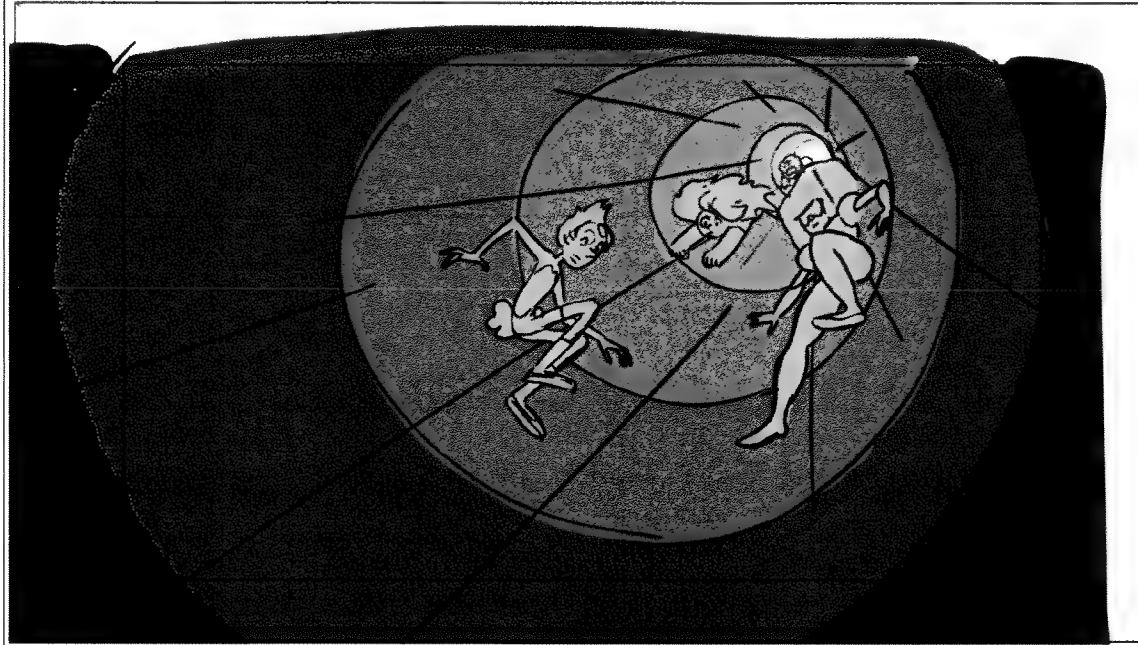
JUN 10 2013

1020-007

1020-007

Scene	Panel
46	<i>cont</i>

2



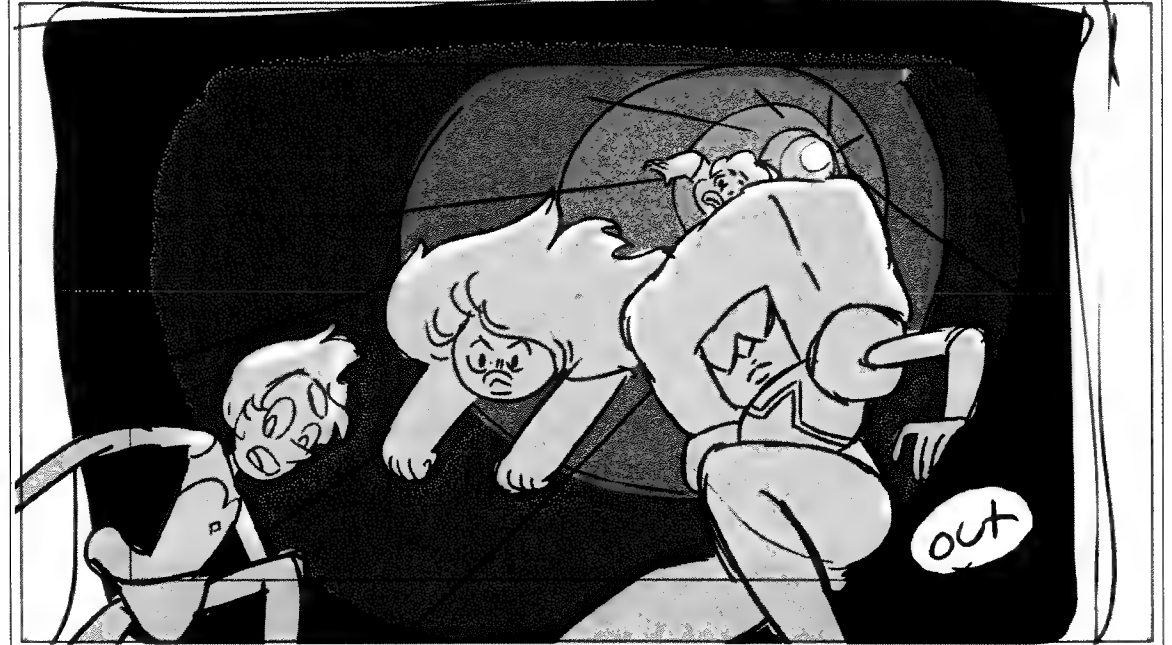
Dialog  
STEVEN: <YELL>

Action Notes  
Camera pulls back as characters fall towards/past camera.

Slugging  
ADJ: 0.08

Scene	Panel
46	<i>cont</i>

3



Dialog  
STEVEN: <YELL>

Action Notes  
Camera pulls back as characters fall towards/past camera.

Slugging  
ADJ: 0.10

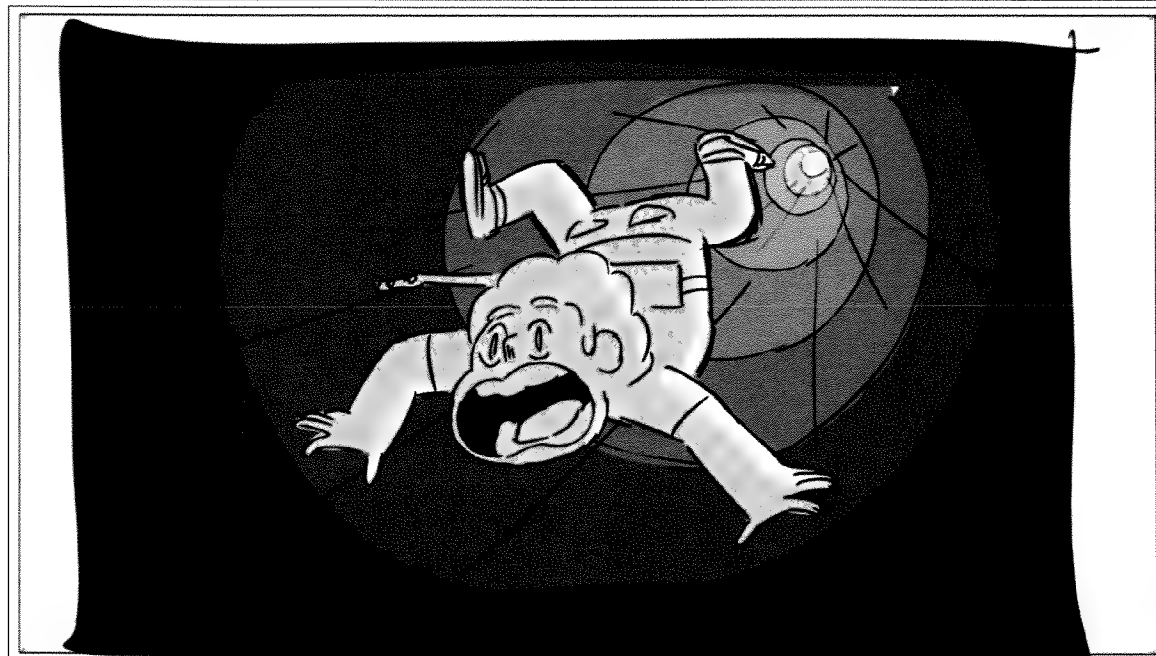
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100-007

1020-007

Scene	Panel
46	<i>CONT</i>

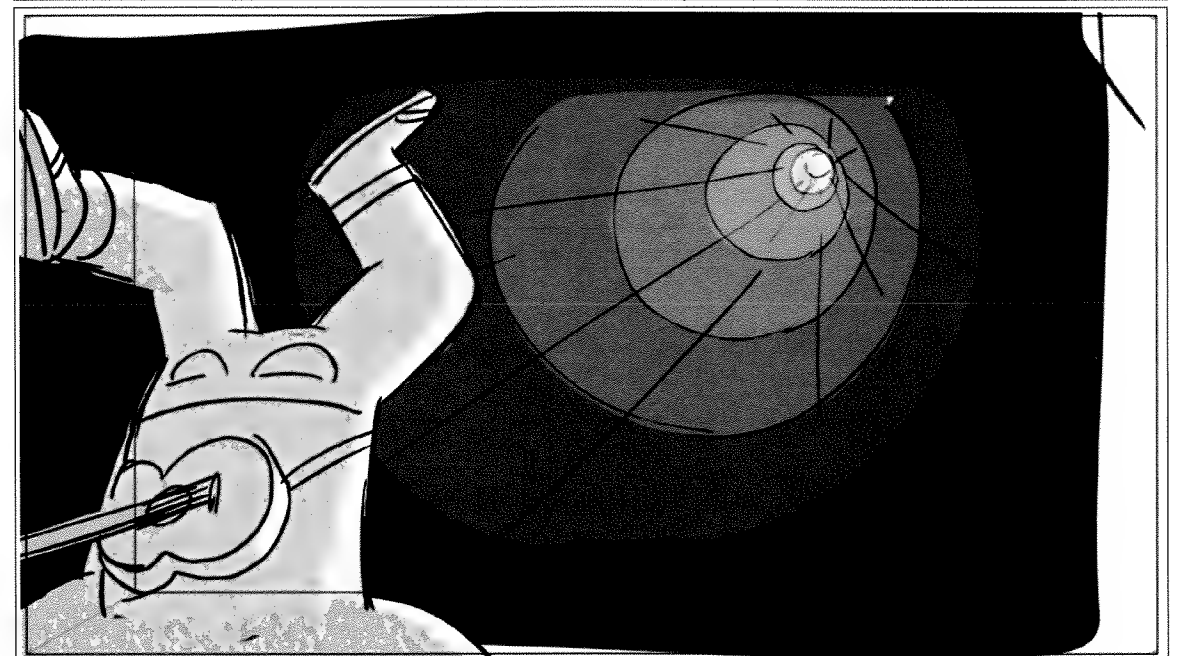


Dialog  
STEVEN: <YELL>

Action Notes  
Camera pulls back as characters fall towards/past camera.

Slugging  
ADJ: 0.10

Scene	Panel
46	<i>CONT</i>



Dialog  
STEVEN: <YELL>

Action Notes  
Camera pulls back as characters fall towards/past camera.

Slugging  
ADJ: 0.15

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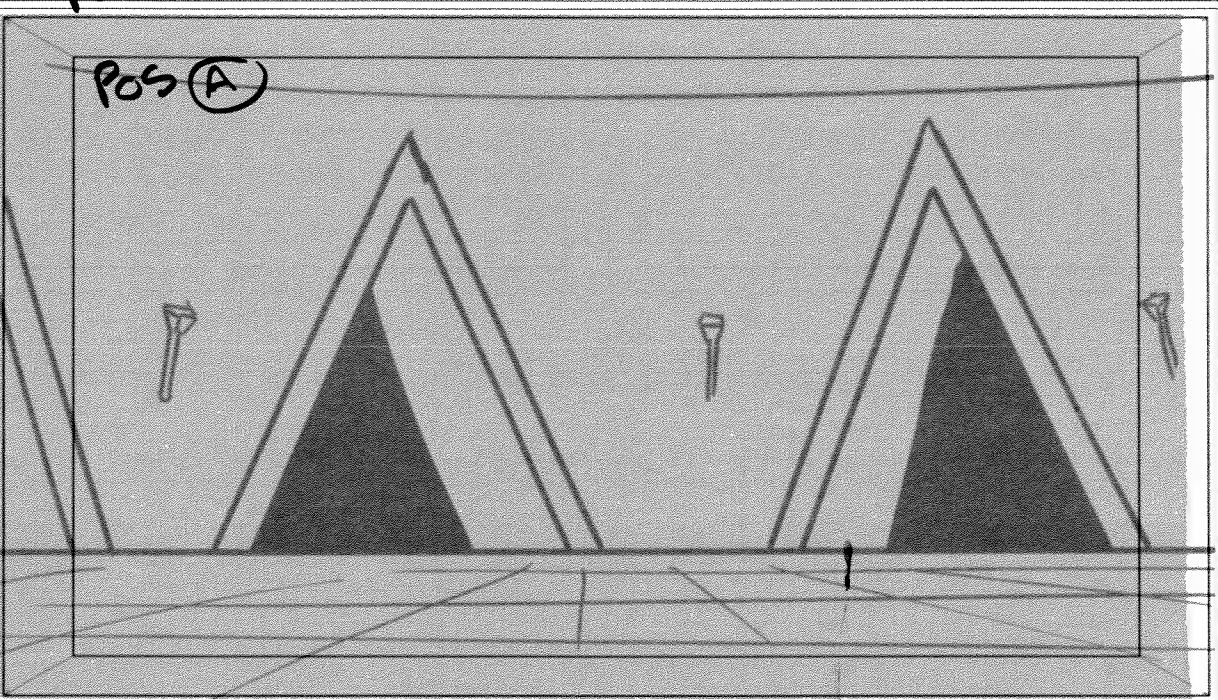
1020-007

1020-007

1020-007

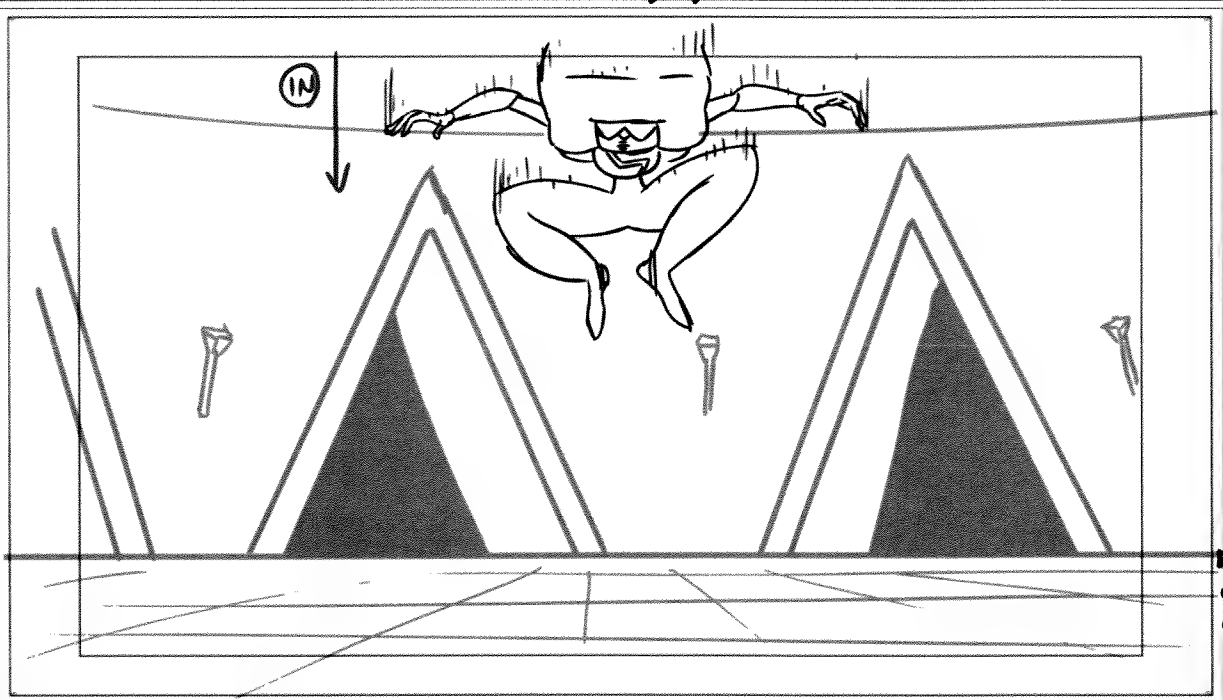


Scene 47 Panel 1



Slugging  
ADJ: 0.13

Scene 47 Panel 2



Action Notes  
Camera pulls back as characters land.

Slugging  
ADJ: 0.05

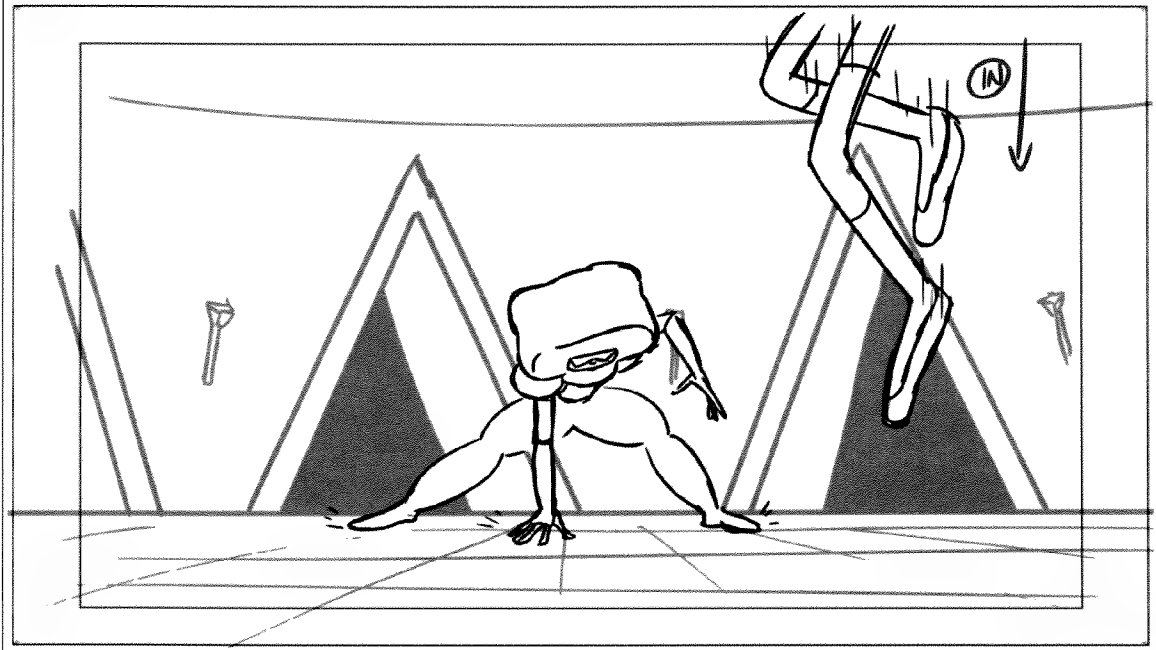
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1020-007

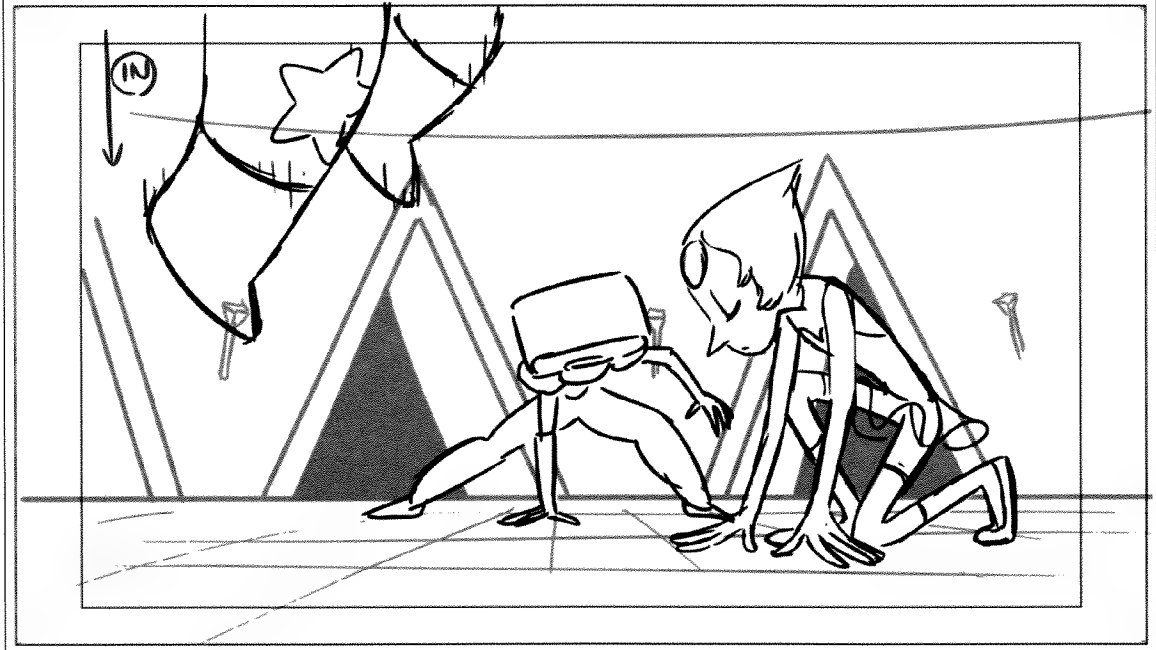
Scene  
47 *cont* Panel 3



Action Notes  
Camera pulls back as characters land.

Slugging  
ADJ: 0.06

Scene  
47 *cont* Panel 4



Action Notes  
Camera pulls back as characters land.

Slugging  
ADJ: 0.06  
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1020-007

1020-007

Scene	Panel
47	cont
5	



Action Notes

Camera pulls back as characters land.

Slugging

ADJ: 0.14

Scene	Panel
47	cont
6	



Dialog

STEVEN: (\*HITTING THE GROUND) OOOOFFFFF

Action Notes

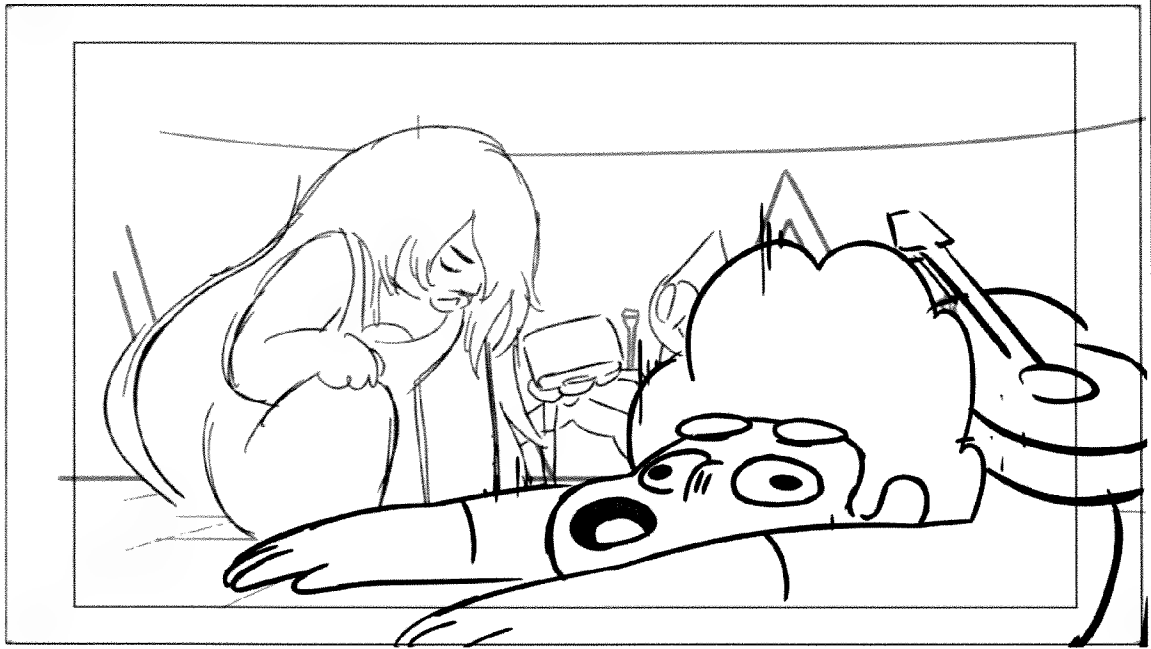
Camera pulls back as characters land.

Slugging

Panels 6 to 8 = 1.09

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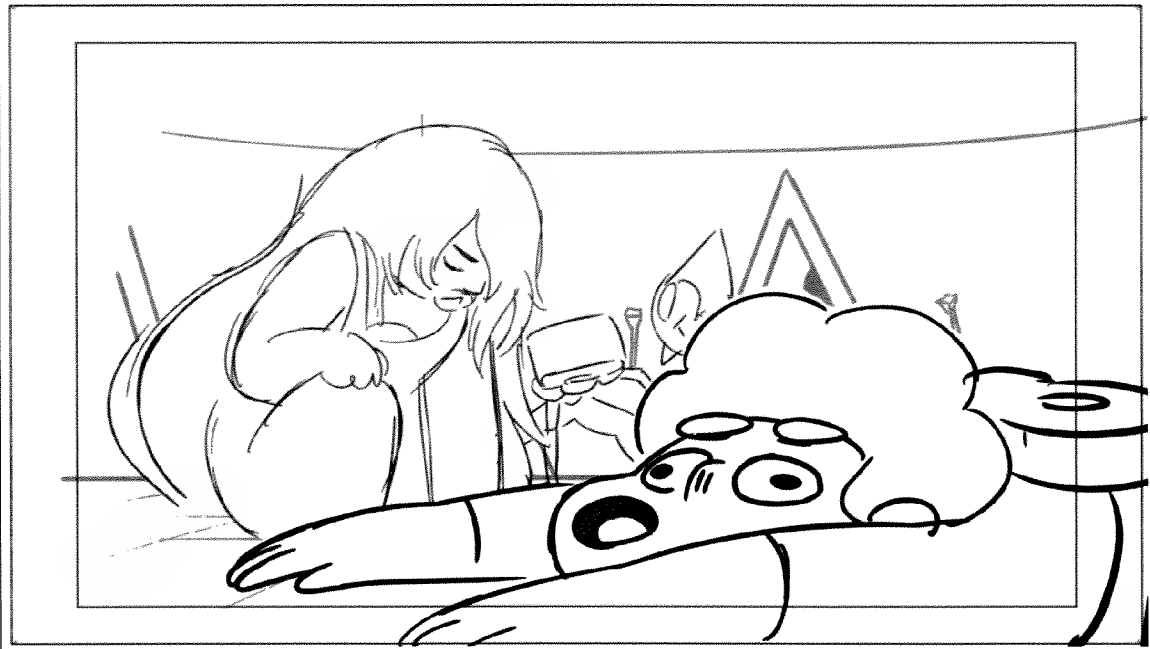
Scene 47 Panel 7



Dialog  
STEVEN: (\*HITTING THE GROUND) OOOOFFFFF

Action Notes  
Camera pulls back as characters land.

Scene 47 Panel 8



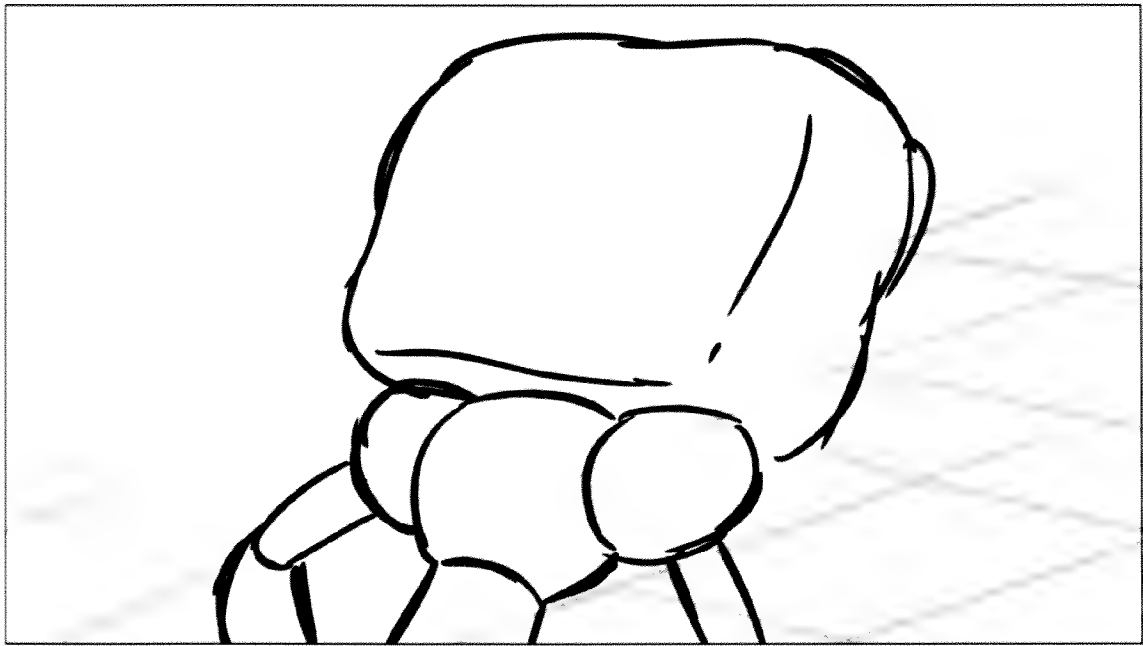
Dialog  
STEVEN: (\*HITTING THE GROUND) OOOOFFFFF

Action Notes  
Camera pulls back as characters land.

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Scene	Panel
48	1



Slugging  
0.06

Scene	Panel
48	2



Dialog  
GARNET: <GASP>

Slugging  
0.15

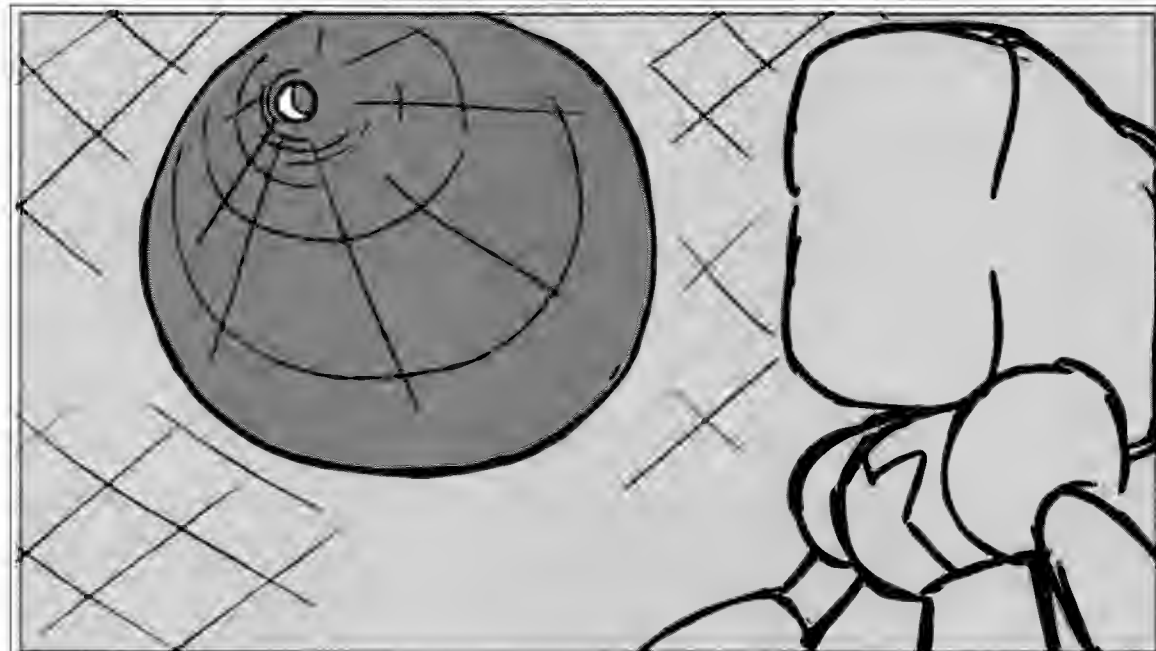
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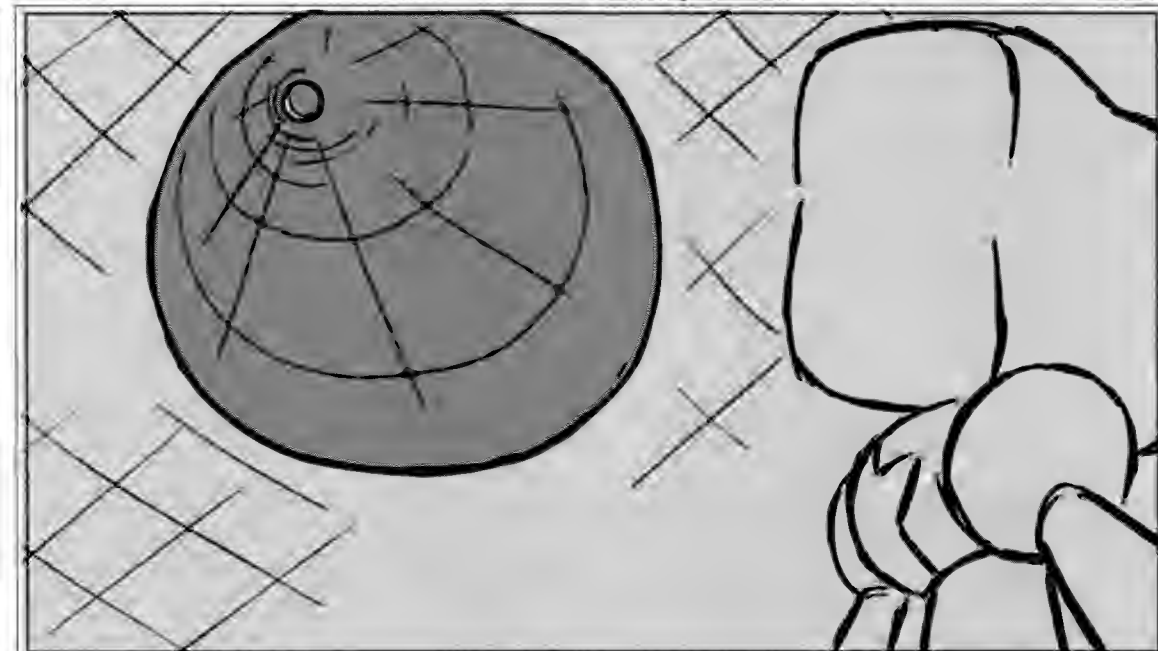
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Scene	Panel
49	1



Slugging  
0.10

Scene	Panel
49	2



Slugging  
0.13

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Scene	Panel
49	cont
	3



Slugging  
1.15

Scene	Panel
50	1



Slugging  
Panels 1 + 2 = 0.05

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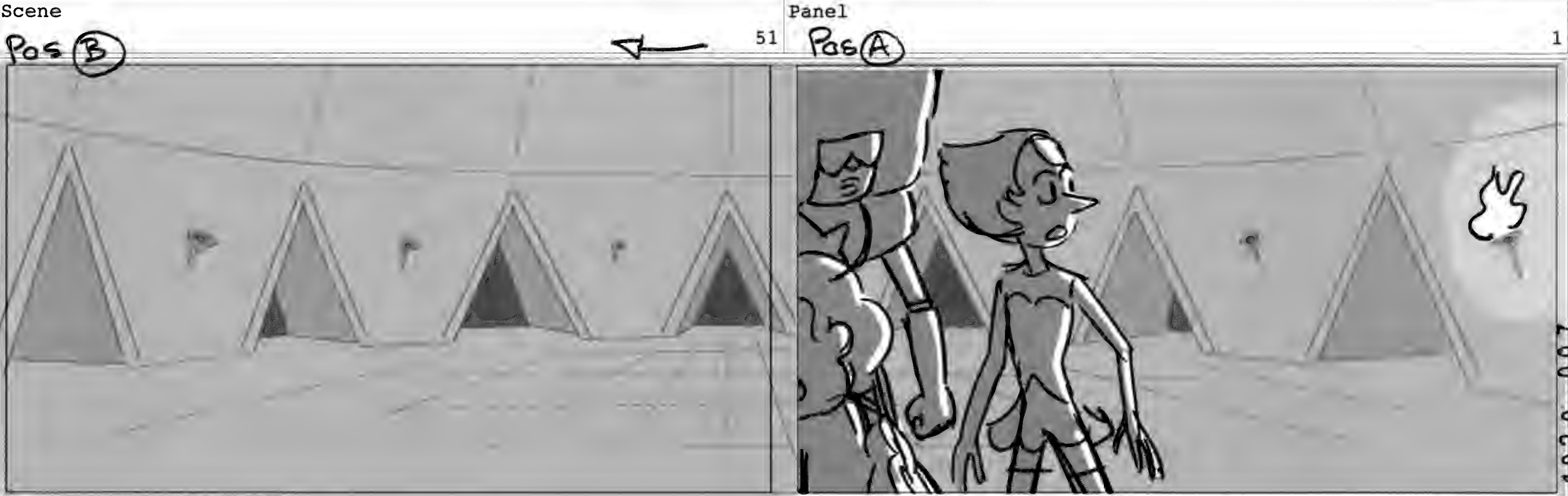
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Slugging  
0.14

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Action Notes  
Torches light behind GEMS one by one

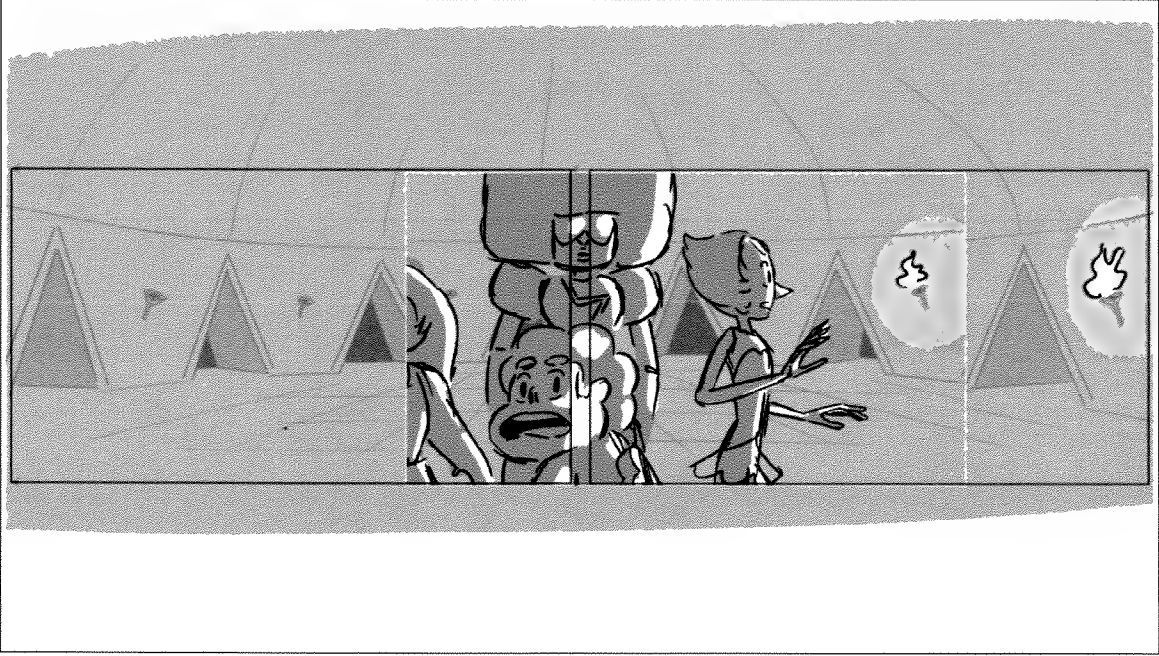
Slugging  
Panels 1 to 5 total frames: 3.12

ADJ: 0.10

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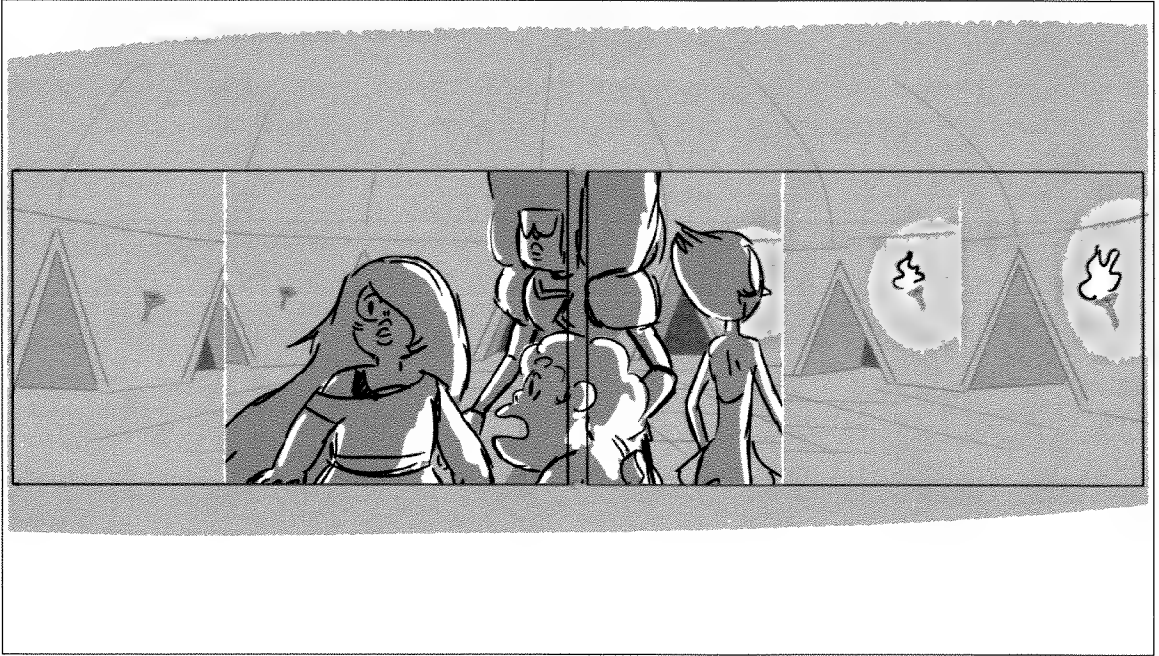
1020-007

Scene	Panel
51	<i>cont</i> 2



Slugging  
ADJ: 0.10

Scene	Panel
51	<i>cont</i> 3



Slugging  
ADJ: 0.10

JUN 10 2013

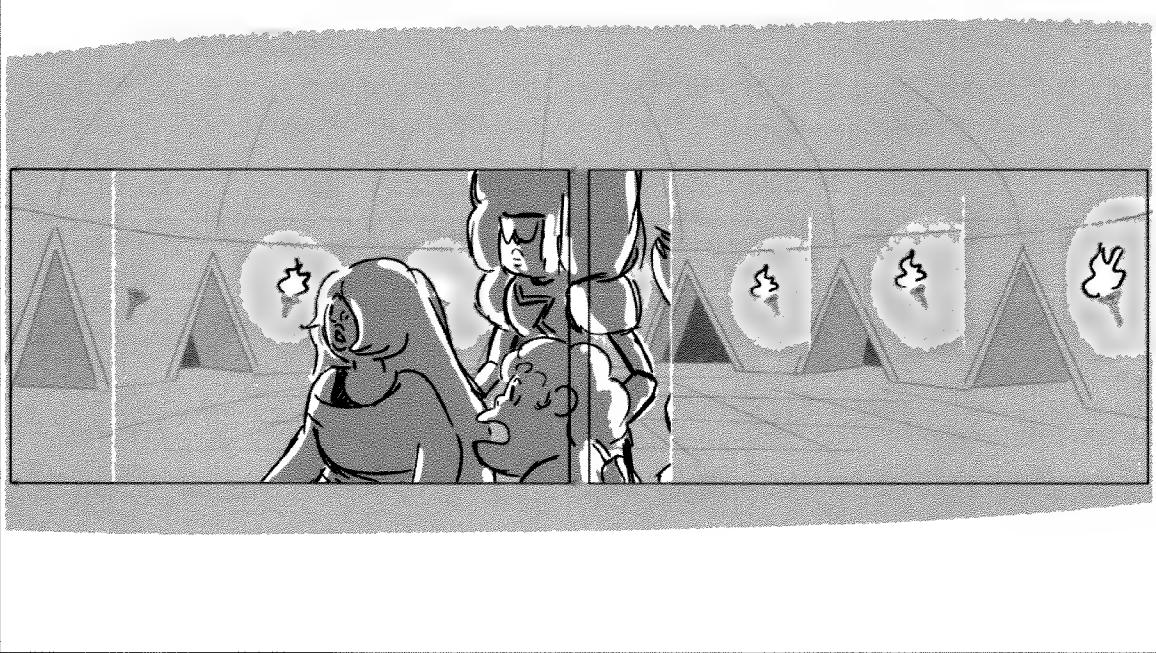
1020.007

1020.007

1020.007

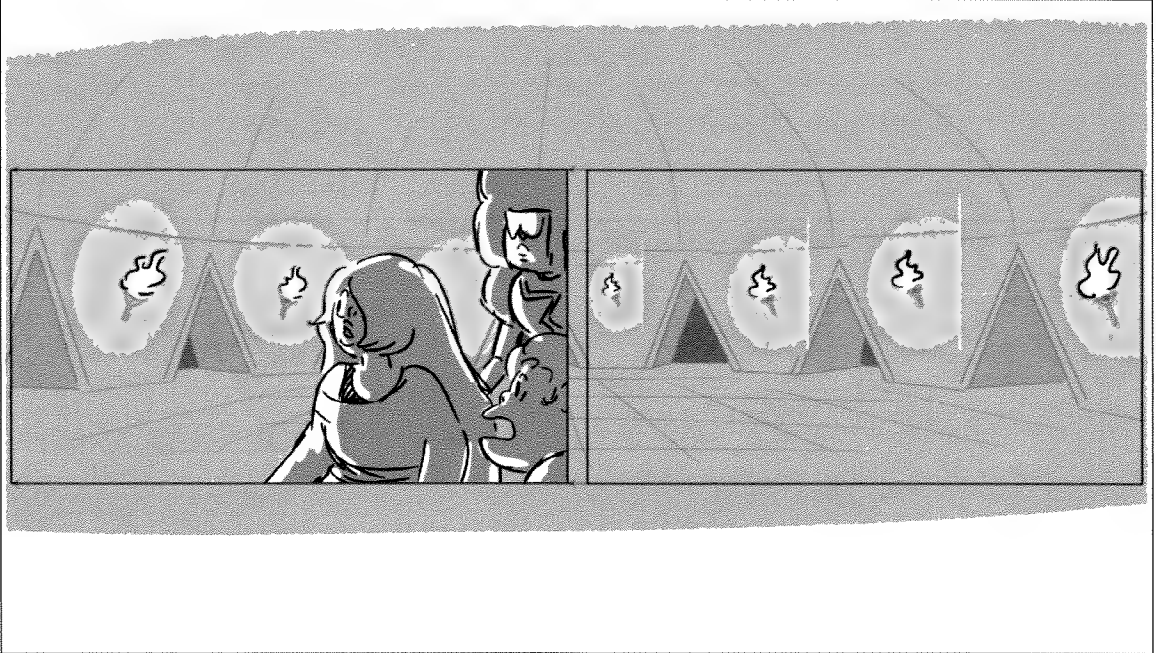


Scene	Panel
51	<i>CONT</i> 4



Slugging  
ADJ: 0.10

Scene	Panel
51	<i>CONT</i> 5



Slugging  
ADJ: 1.04

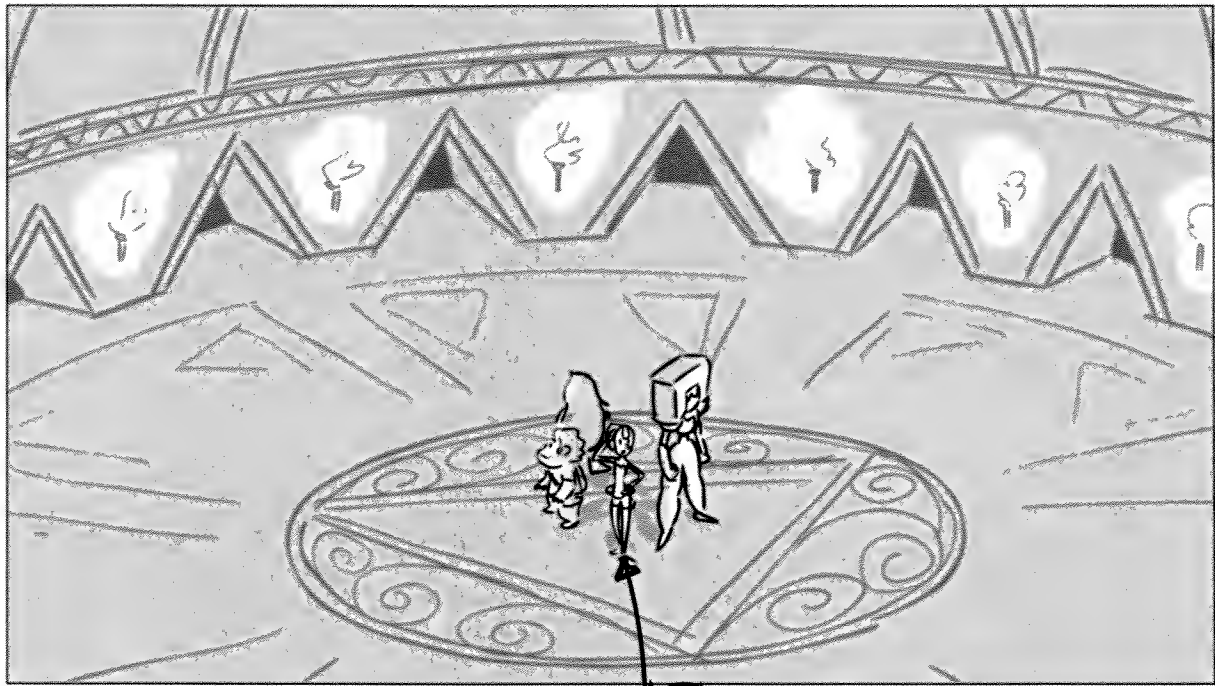
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1020-007

1020-007

Scene	Panel
52	1



Dialog

AMETHYST: LOOKS LIKE WE'RE GONNA HAVE TO SPLIT UP.

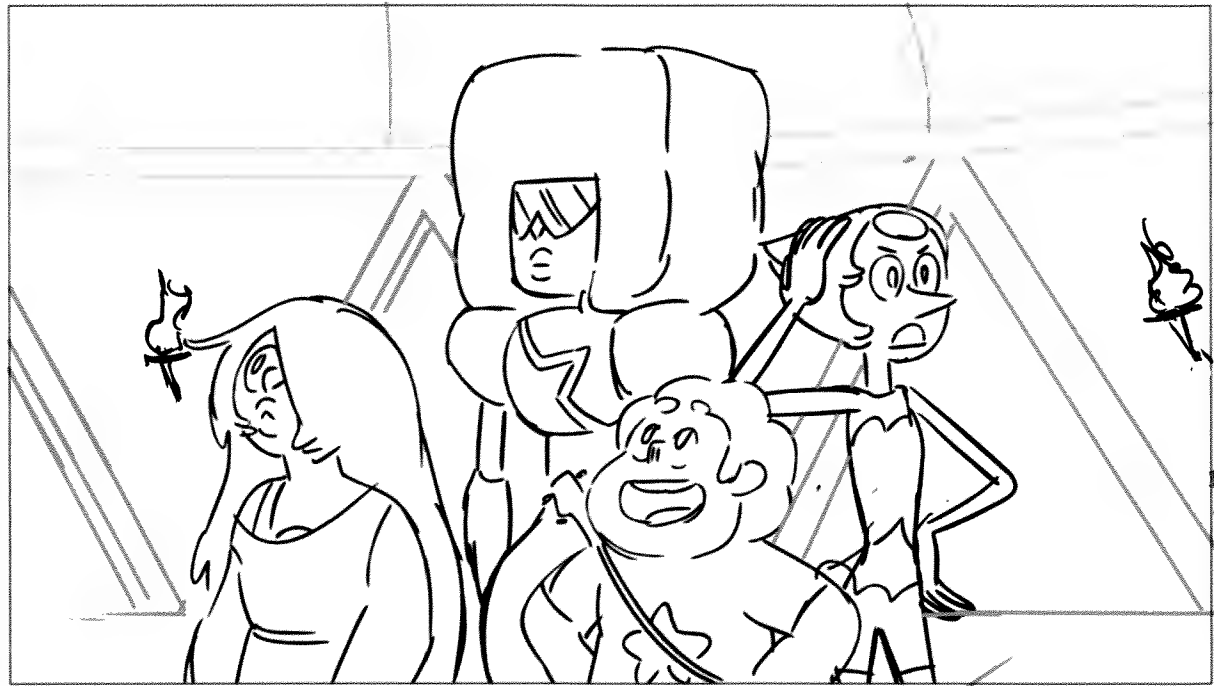
Slugging

4.05

Notes

H.U. poses needed for all characters to previous scene.  
Characters are facing the opposite directions.

Scene	Panel
53	1



Dialog

START POSE

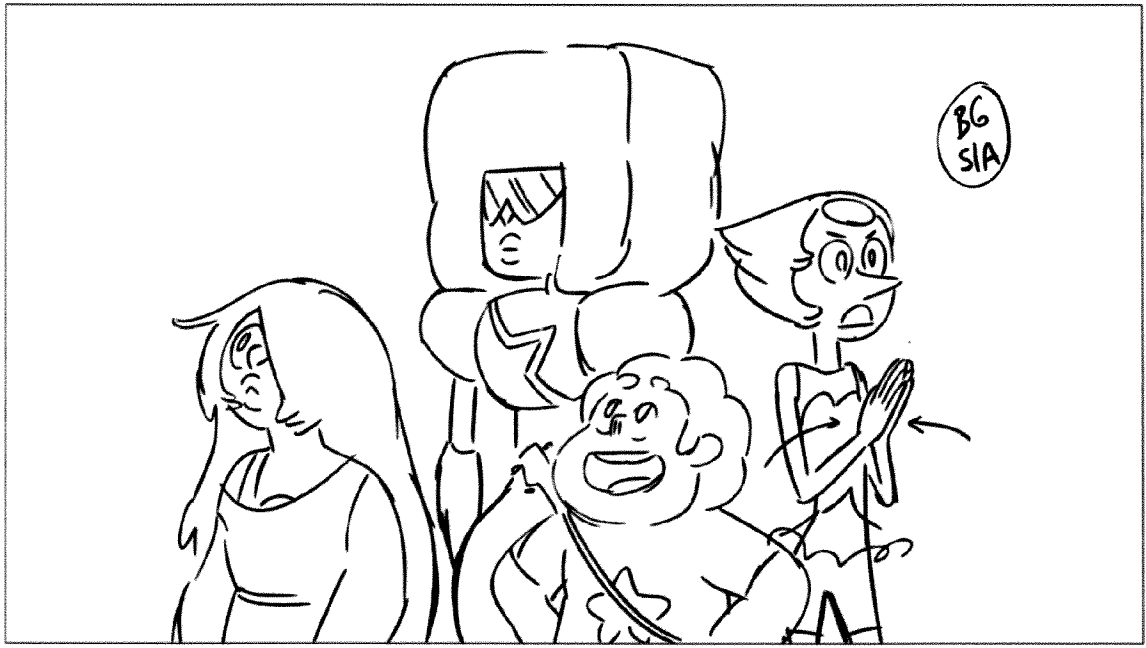
Slugging

Panels 1 + 2 = 1.08

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Scene	Panel
53	2



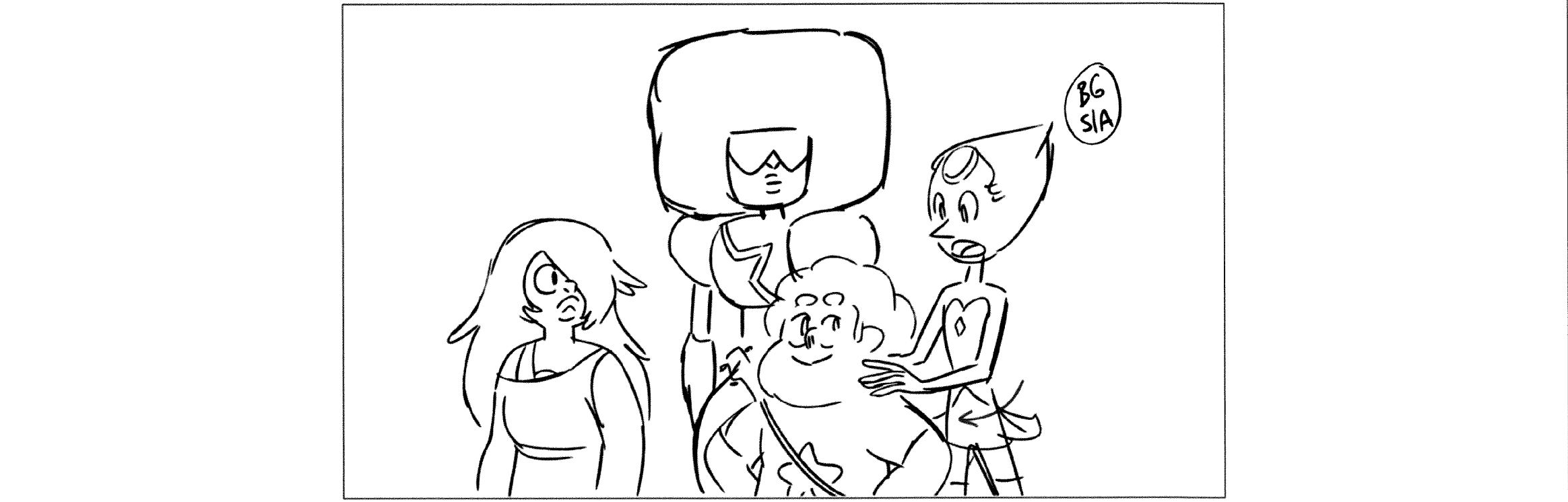
Dialog

PEARL: RIGHT!

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Scene	Panel	
	53 <i>cont</i>	3



Dialog

PEARL: STEVEN AND I...

Slugging

1.01

Quick ADJ then HOLD.

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1020-007

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Scene	Panel
53	<i>cont</i> 4



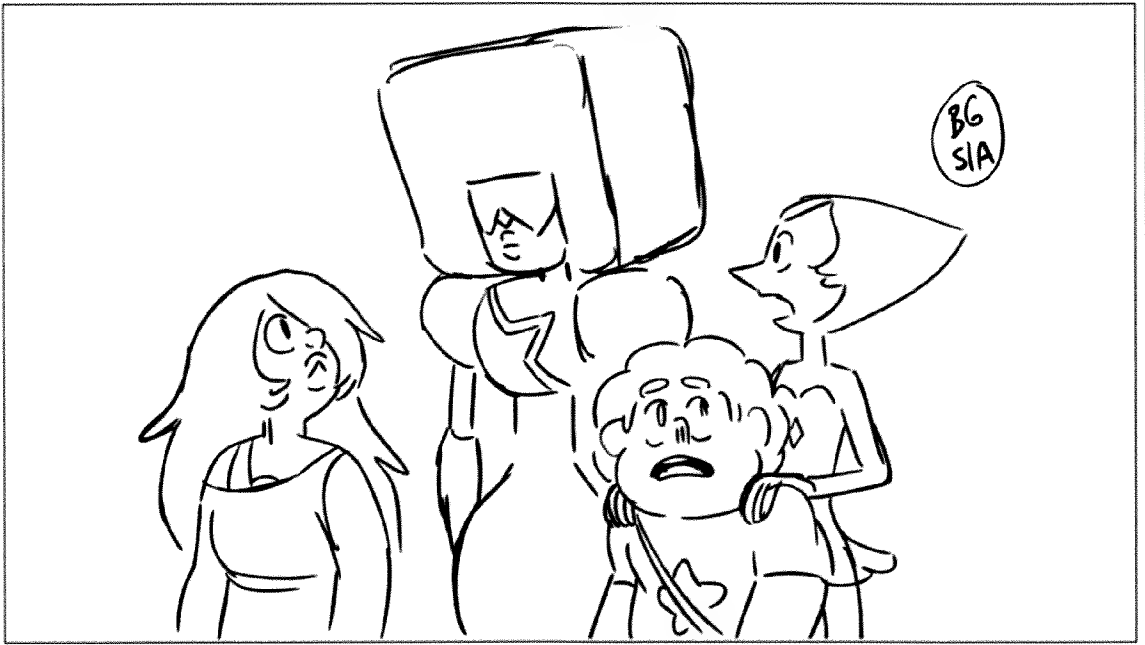
Dialog

PEARL: ...WILL STAY RIGHT HERE WHERE IT SEEMS TO BE SAFE...

Slugging

4.14

Scene	Panel
53	<i>cont</i> 5



Dialog

PEARL: ...WHILE YOU GUYS GO SOLVE THE MYSTERY OF THIS PLACE.

Slugging

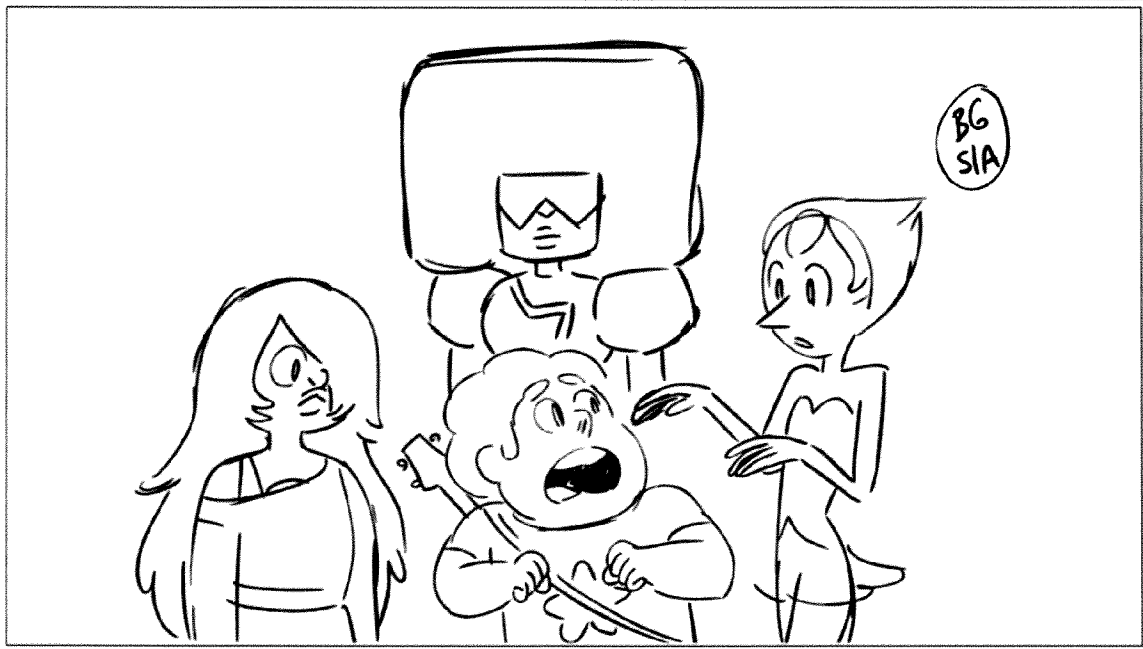
4.11

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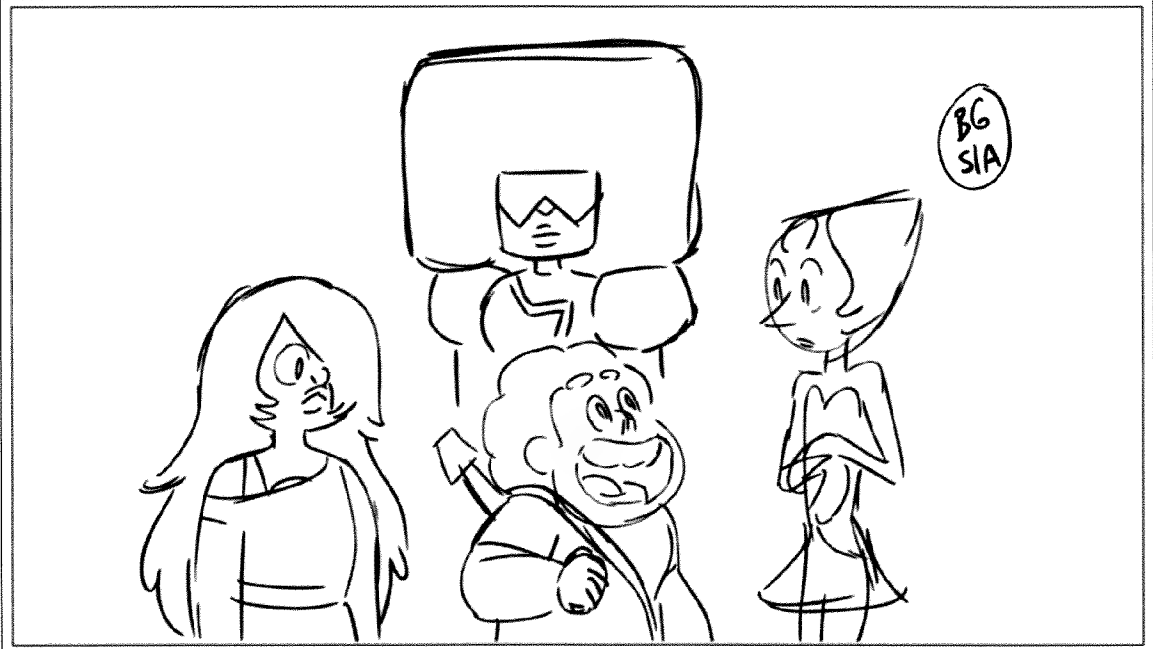
Scene 53 Panel 6



Dialog  
STEVEN: WAIT!

Slugging  
1.04

Scene 53 Panel 7



Dialog  
STEVEN: I WANNA HELP SOLVE THE MYSTERY!

Slugging  
3.00

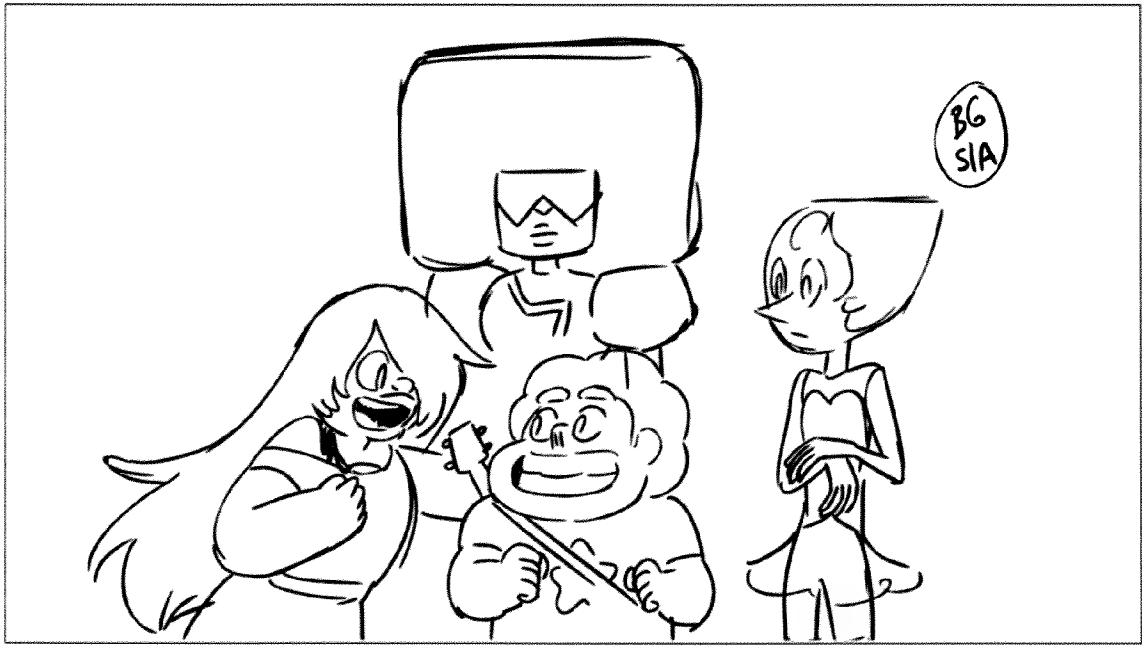
JUN 10 2013

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1020-007

1020-007

Scene	Panel
53	8



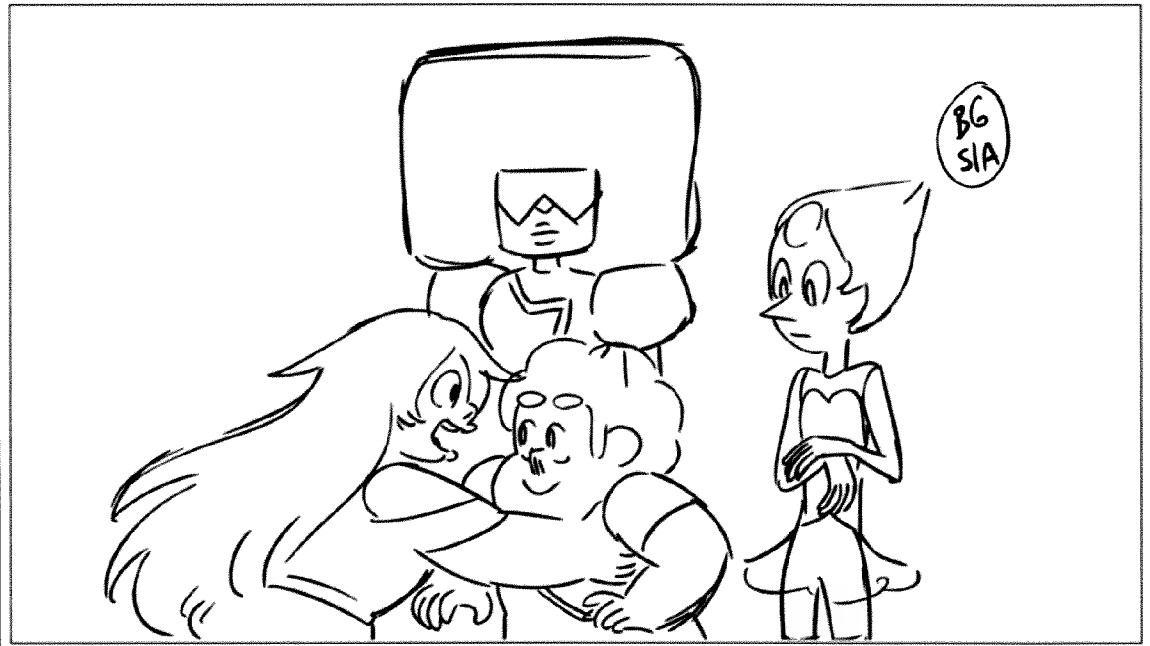
Dialog

AMETHYST: YEAH C'MON STEVEN!

Slugging

2.11

Scene	Panel
53	9



Dialog

AMETHYST: ... YOU AND ME...

Slugging

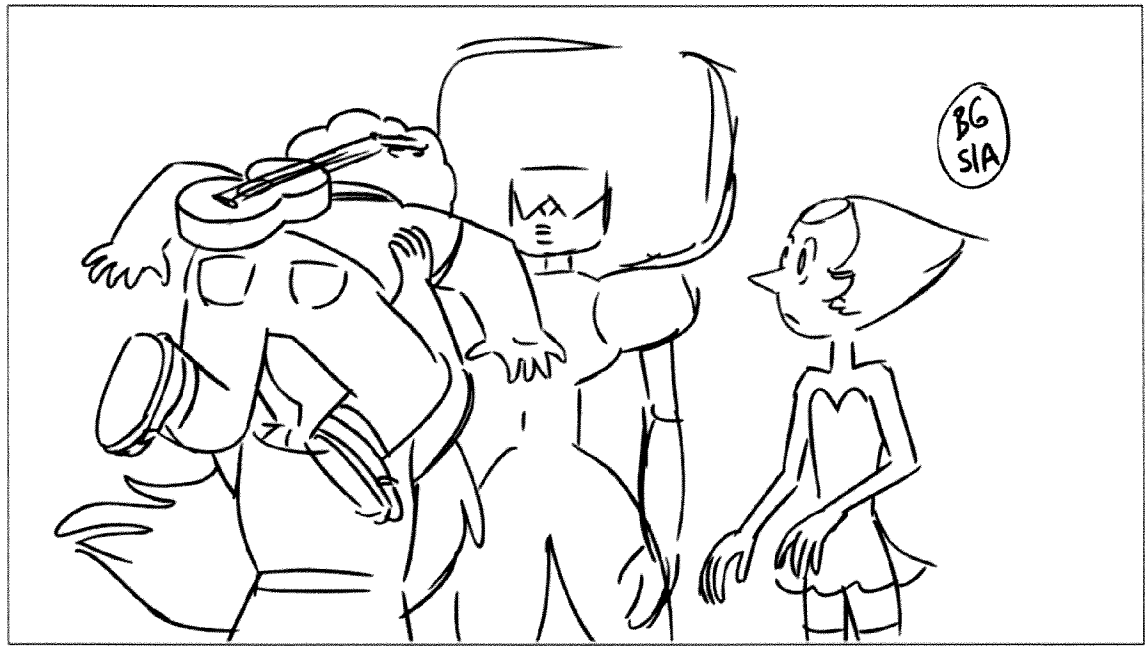
1.07

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Scene	Panel	
	53	10
CONT		



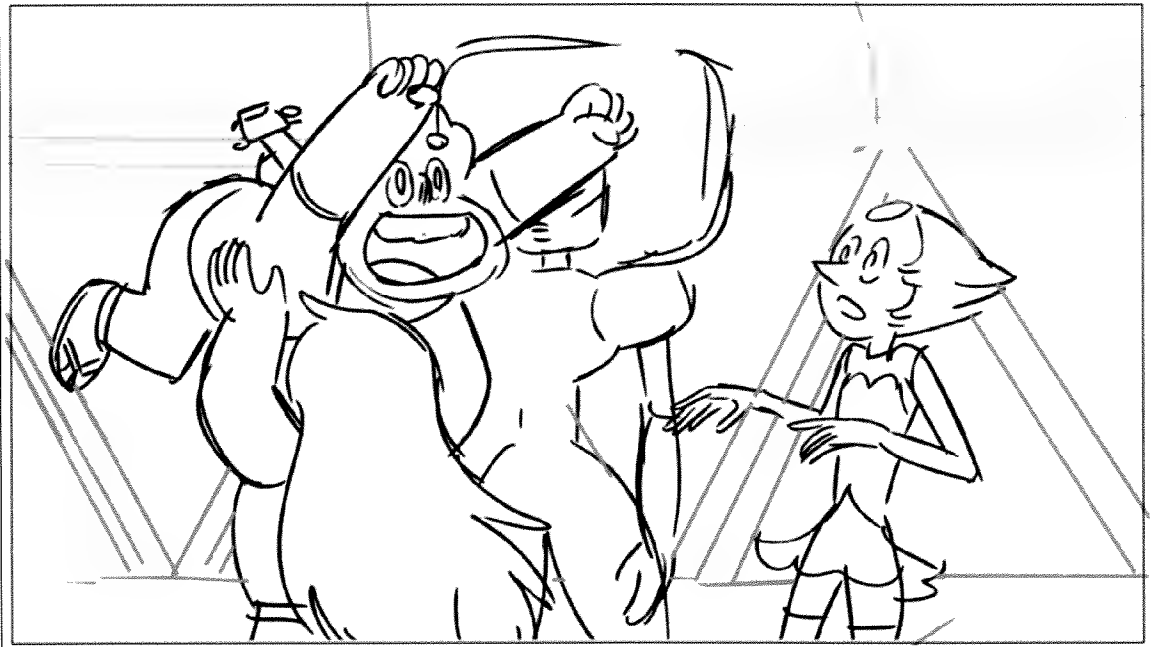
Dialog

AMETHYST: LET'S SOLVE THE MYSTERY!

Slugging

2.10

Scene	Panel	
	53	11
CONT		



Dialog

STEVEN: YEAH!

Slugging

1.03

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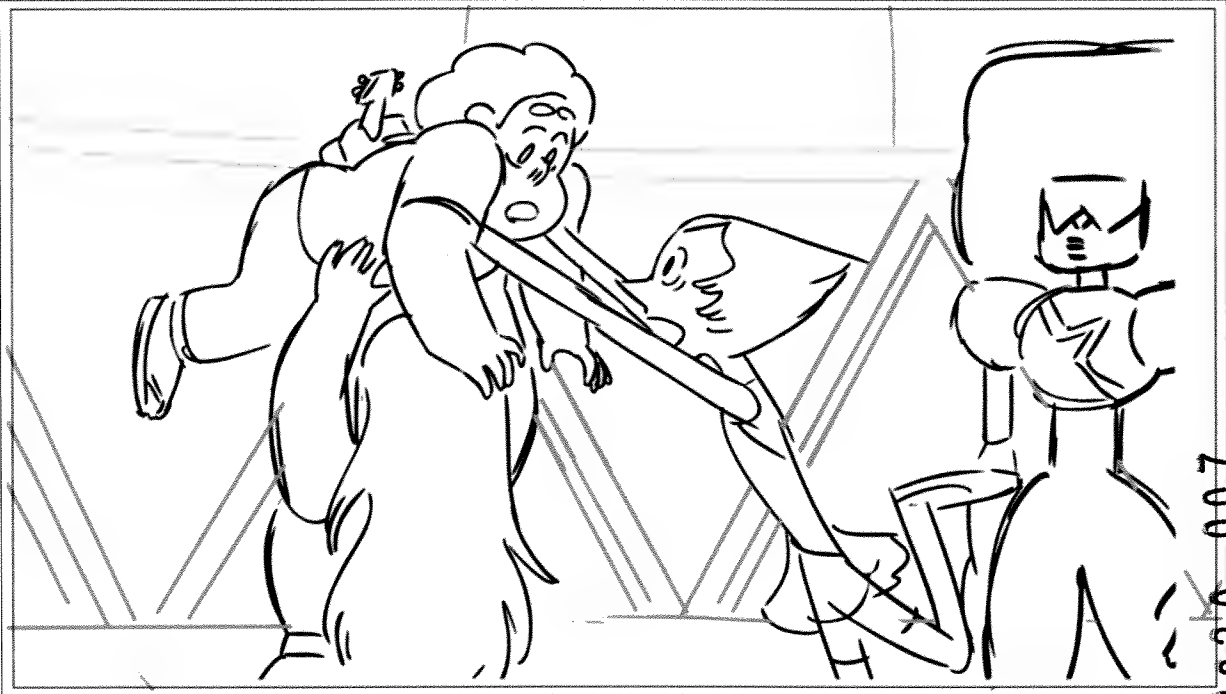
Scene Panel  
53 *CONT* 12



Dialog  
STEVEN: MYSTERY SOLVERS!

Slugging  
2.04  
Follow Steven ADJ then HOLD.

Scene Panel  
53 *CONT* 13



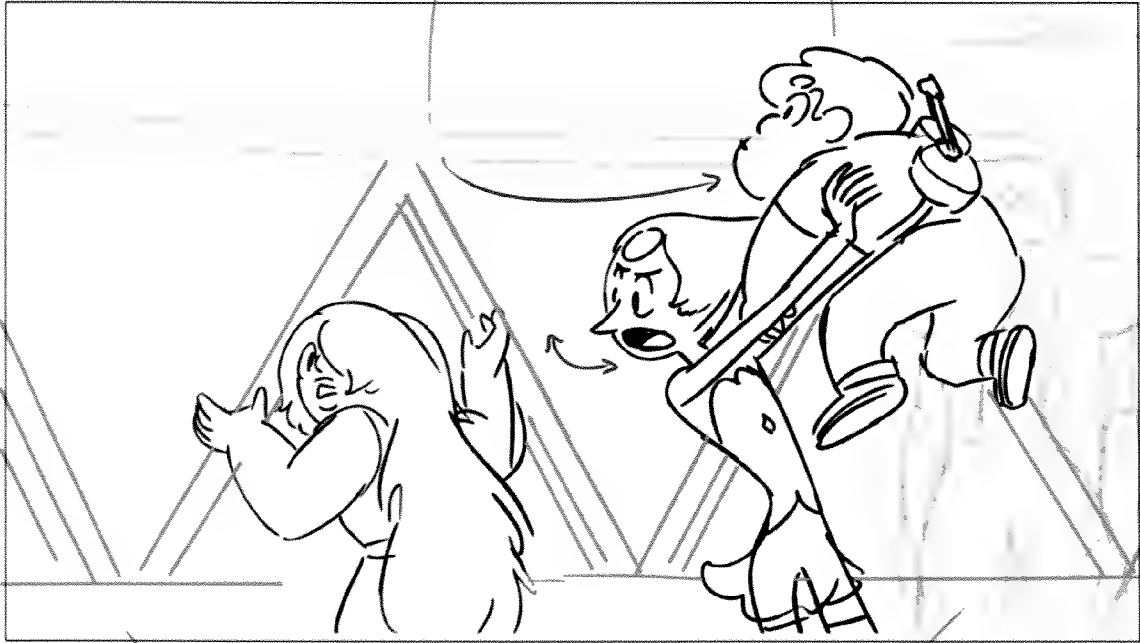
Dialog  
PEARL: NOPE!


Slugging  
1.11  
JUN 10 2013

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1020-007

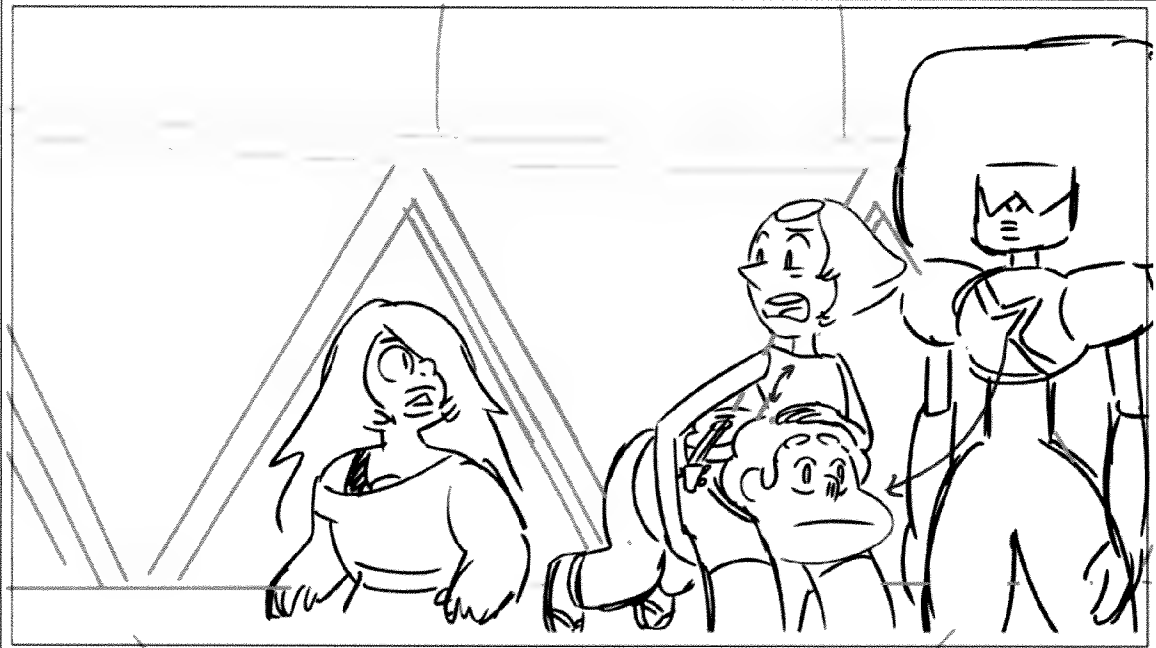
1020-007

Scene	Panel	
	53	14
<i>cont</i>		
		
<p>Dialog</p> <p>PEARL: NO NO NO!</p>		
<p>Slugging</p> <p>1.09</p>		

Scene	Panel	
	53	15
<i>cont</i>		
		
<p>Dialog</p> <p>PEARL: YOU TWO ARE A DISASTER WAITING TO HAPPEN.</p>		
<p>Action Notes</p> <p>Pearl pats Steven's head</p> <p>Pearl cycle panels 16 and 17 3 times.</p>		
<p>Slugging</p> <p>Panels 15 + 16 = 3.10</p> <p>JUN 10 2013</p>		



Scene	Panel
53	16



Dialog

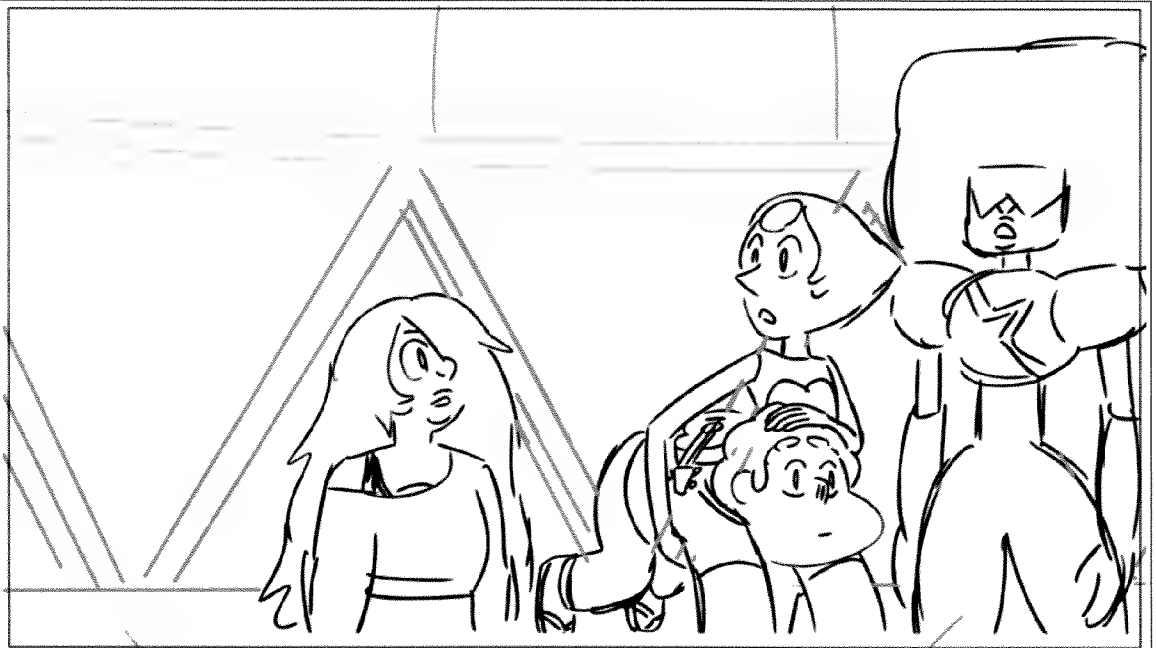
PEARL: YOU TWO ARE A DISASTER WAITING TO HAPPEN.

Action Notes

Pearl pats Steven's head

Pearl cycle panels 16 and 17 3 times.

Scene	Panel
53	17



Dialog

GARNET: STEVEN GOES WITH ME.

Slugging

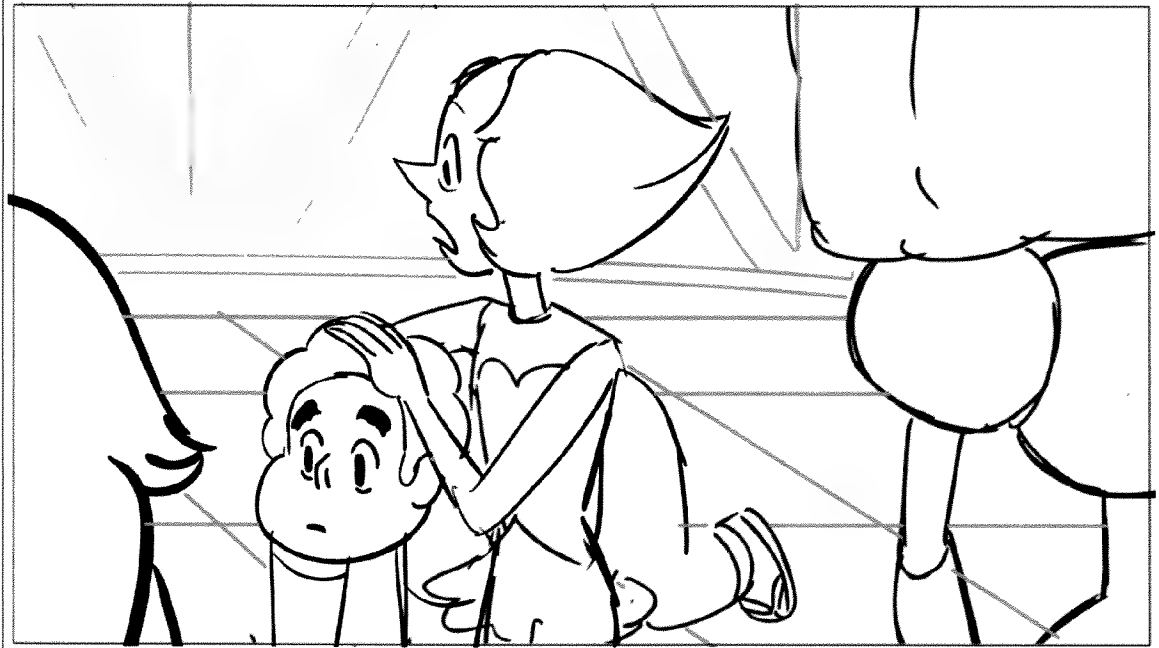
2.10

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1020-007

Scene	Panel
54	1



Dialog

STEVEN: REALLY?

Slugging

Panels 1 + 2 = 1.15

Scene	Panel
54	2

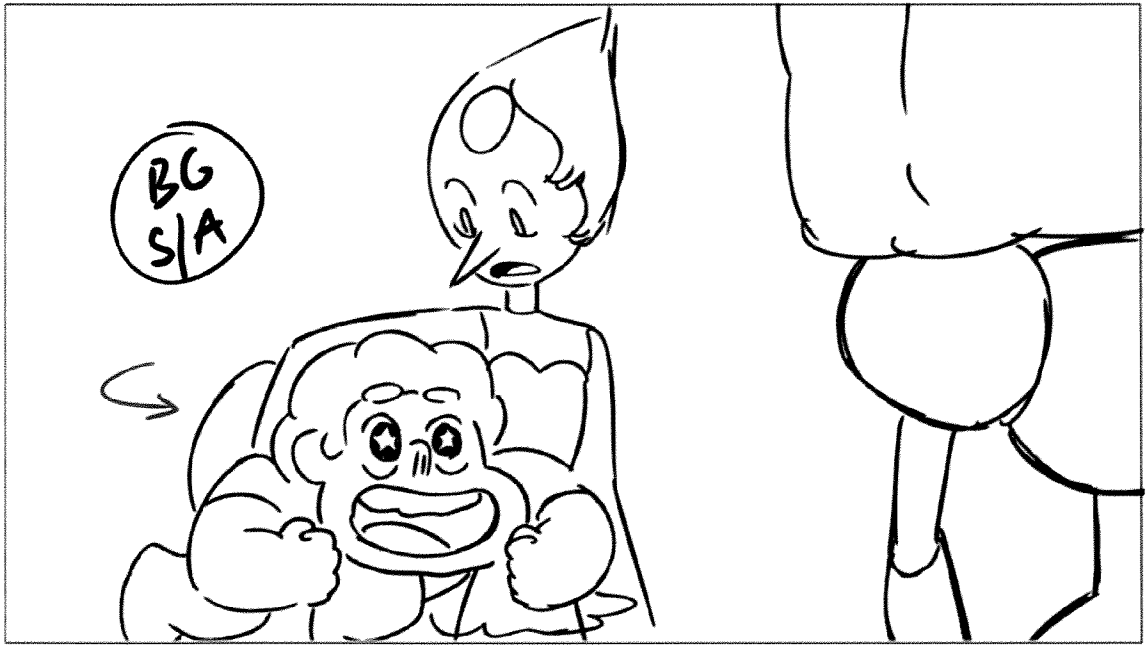


Dialog

STEVEN: REALLY?

JUN 1 0 2013

Scene	Panel
54	3



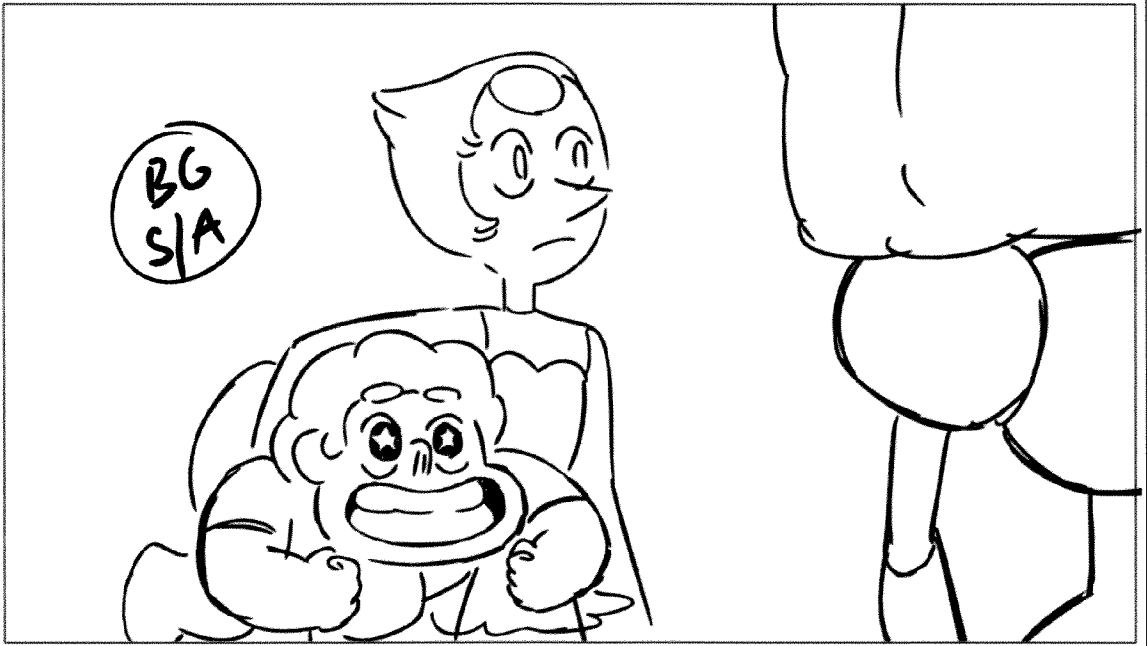
Dialog

STEVEN: AWESOME!

Slugging

2.01

Scene	Panel
54	4



Dialog

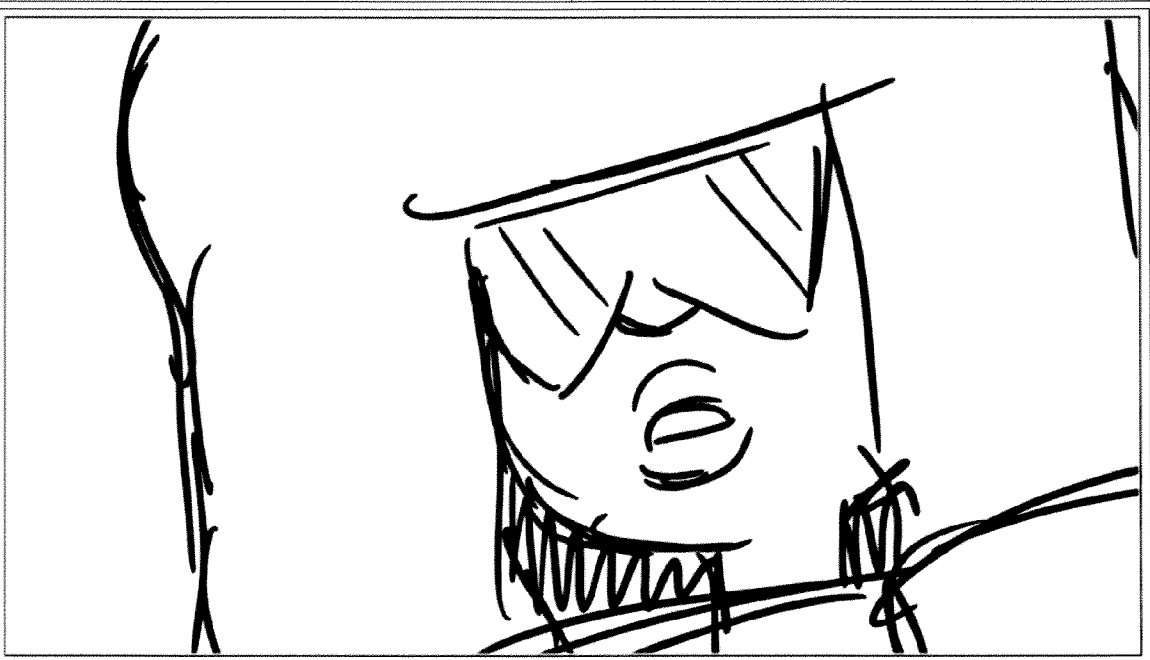
GARNET: BUT REMEMBER...

Slugging

1.09

JUN 10 2011

Scene	Panel
55	1



Dialog  
GARNET: THIS IS A SERIOUS MISSION.

Slugging  
3.08

Scene	Panel
56	1



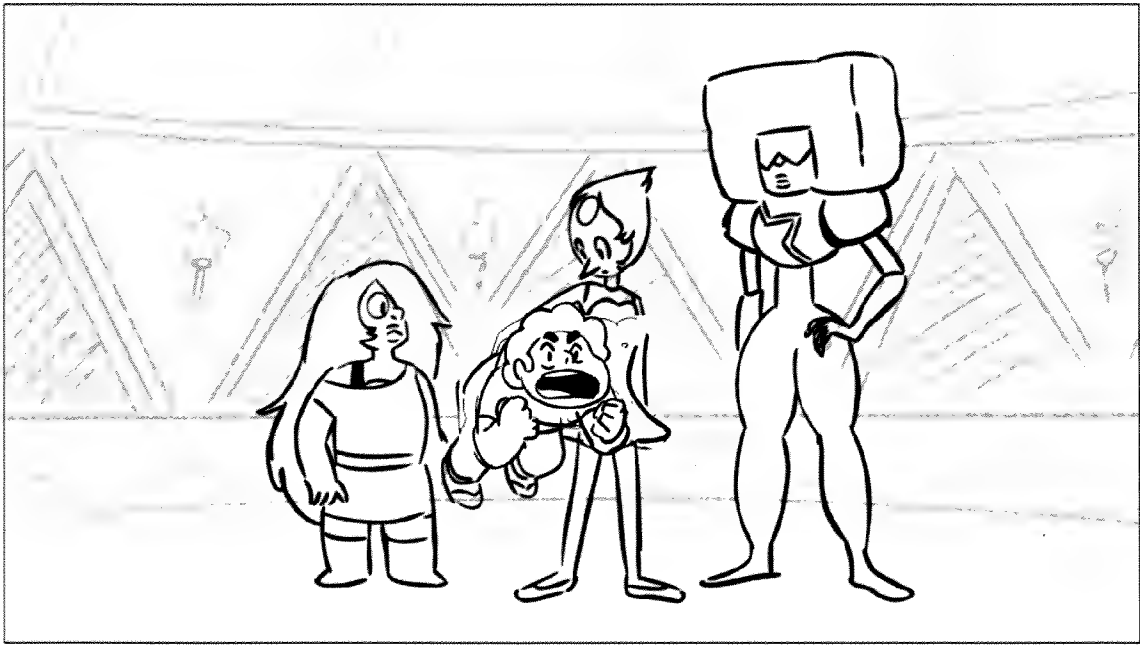
Dialog  
STEVEN: UNDERSTOOD!

Action Notes  
NOD

Slugging  
2.00

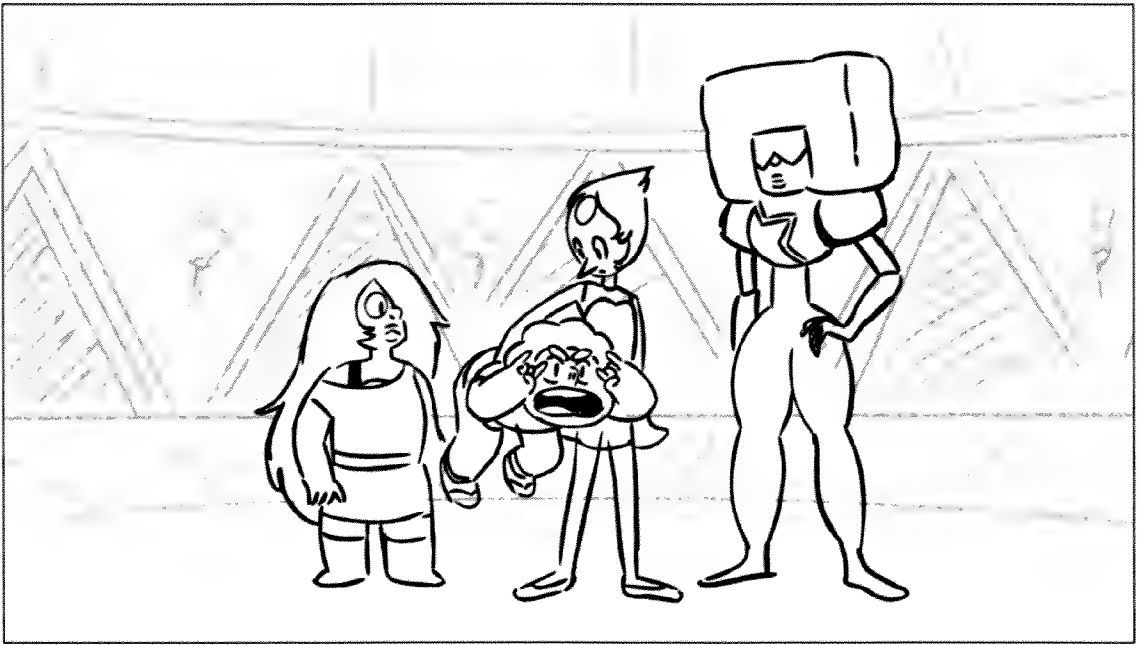
JUN 10 2013

Scene	Panel
57	1



Slugging  
Panels 1 + 2 = 3.09

Scene	Panel
57	2



Dialog  
STEVEN: SERIOUS STEVEN...

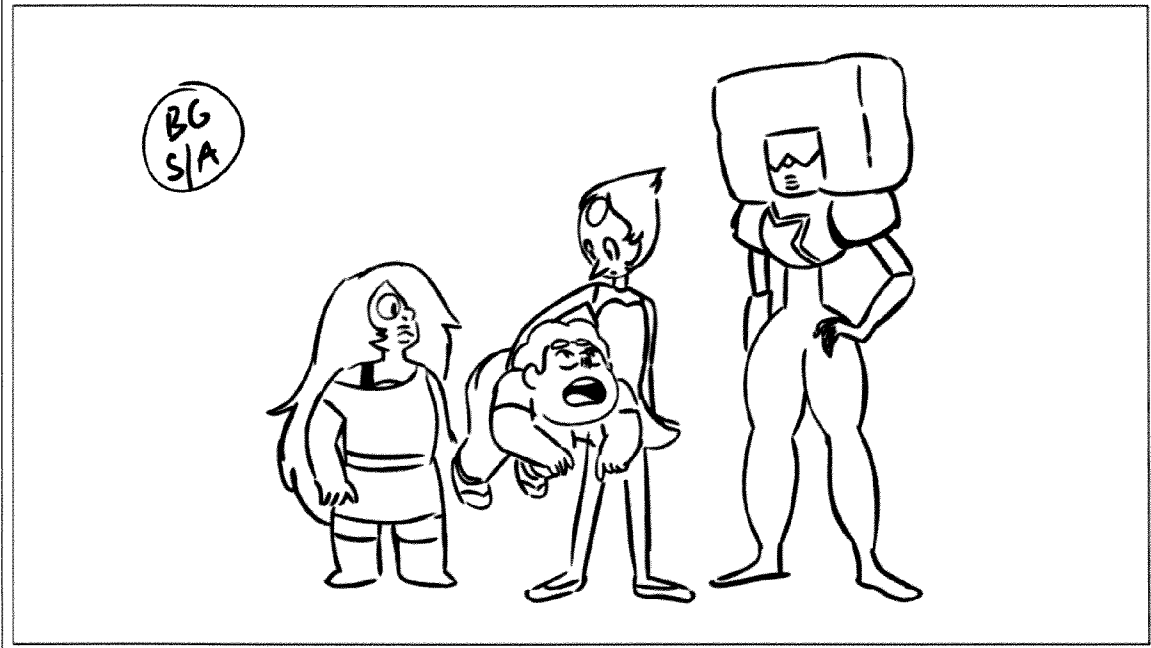
JUN 1 0 2011

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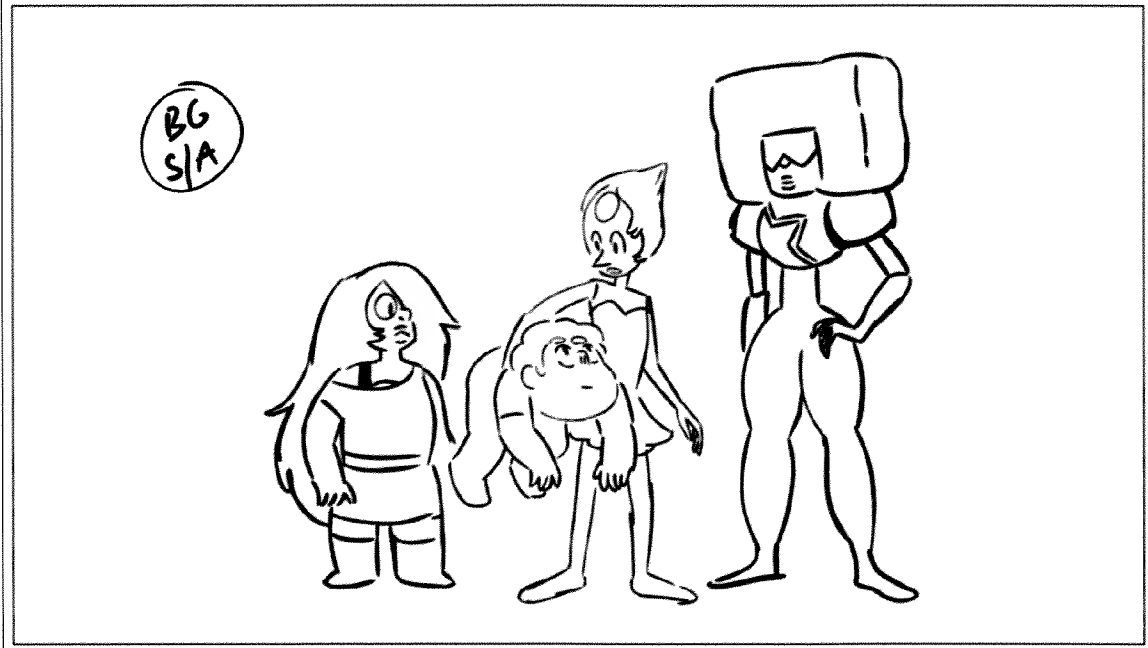
Scene 57 *cont* Panel 3



Dialog  
STEVEN: PEARL, CAN YOU PUT ME DOWN?

Slugging  
2.09

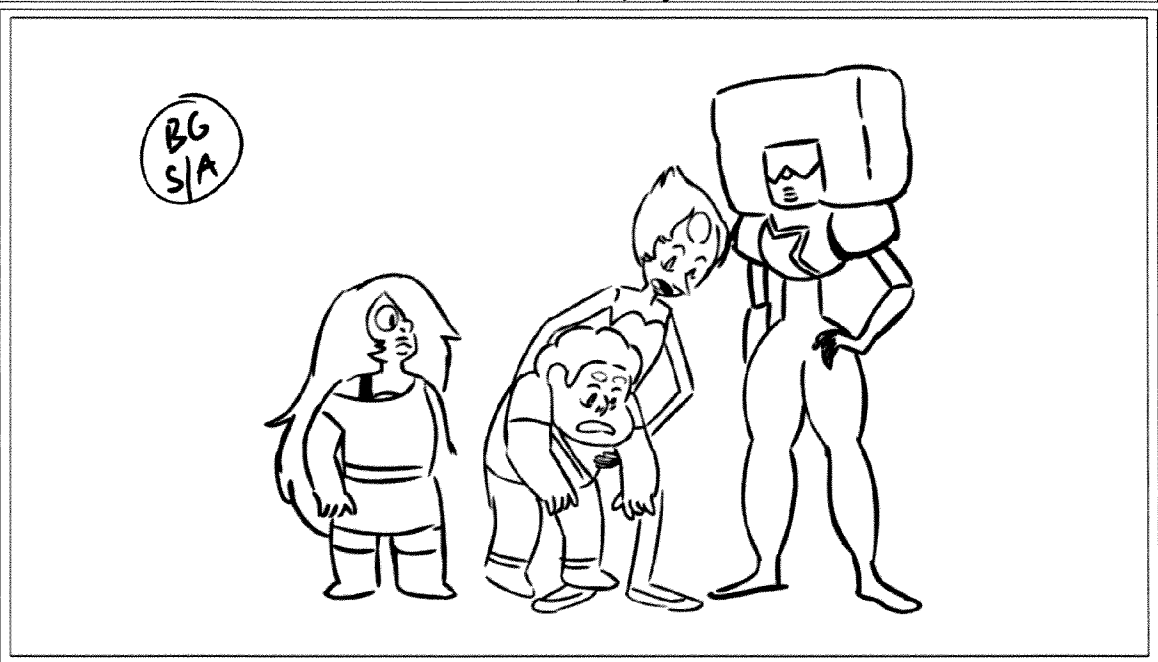
Scene 57 *cont* Panel 4



Dialog  
PEARL: WHAT?

Slugging  
0.14  
  
JUN 10 2015

Scene	Panel
57	CONT
5	



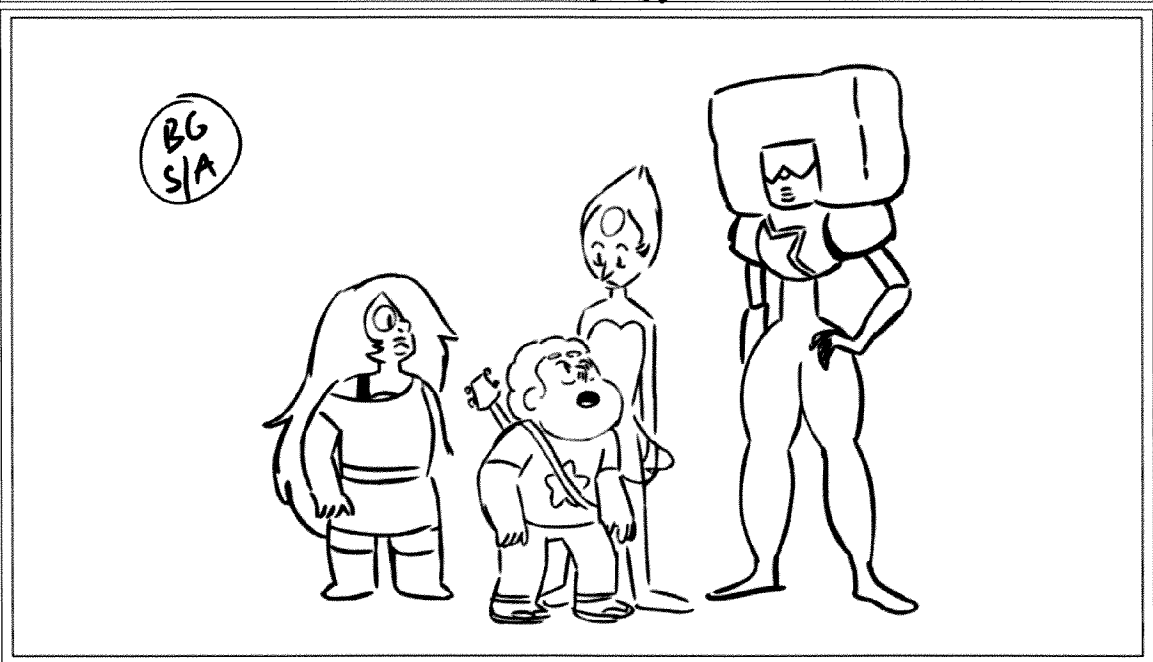
Dialog

PEARL: YES OF COURSE...

Slugging

1.02

Scene	Panel
57	CONT
6	



Dialog

STEVEN: I NEED TO BE STANDING OR ELSE IT DOESN'T WORK...

Slugging

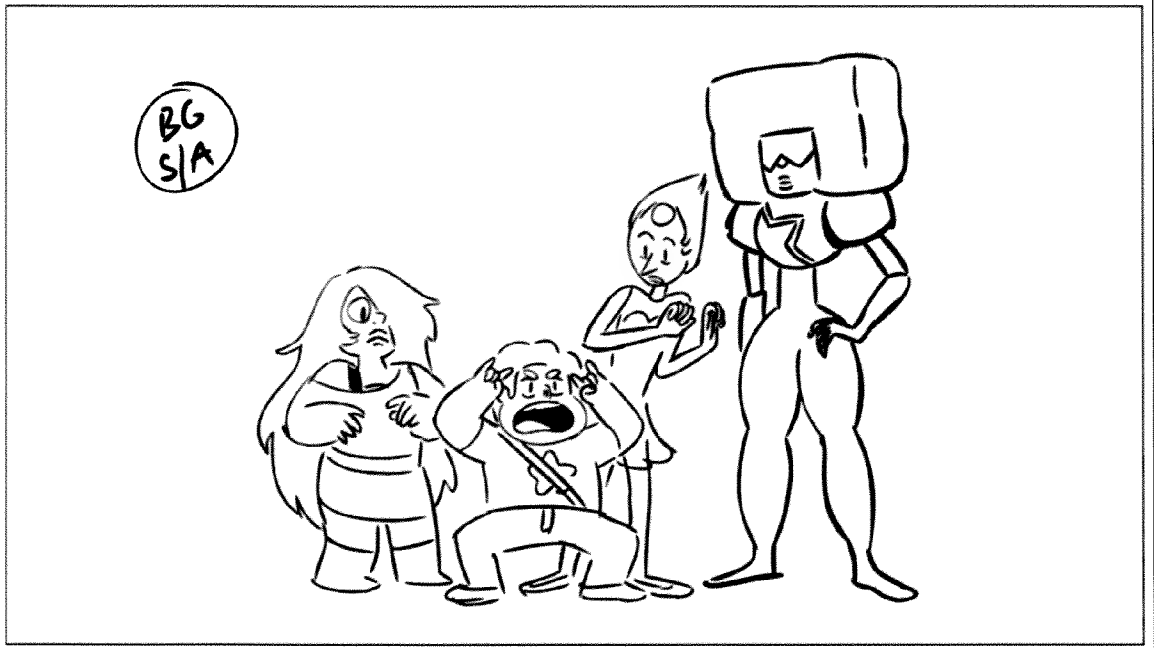
2.14

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1020.007

Scene	Panel
57	CONT 7



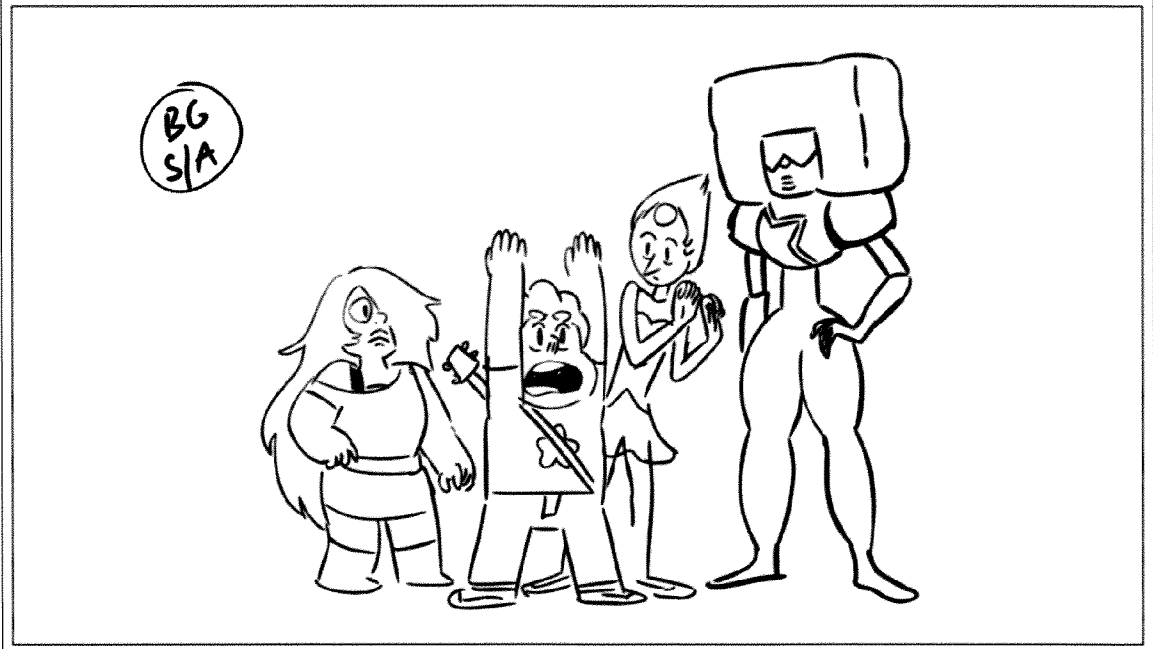
Dialog

STEVEN: SERIOUS STEVEN

Slugging

2.12

Scene	Panel
57	CONT 8



Dialog

STEVEN: ACTIVATE!

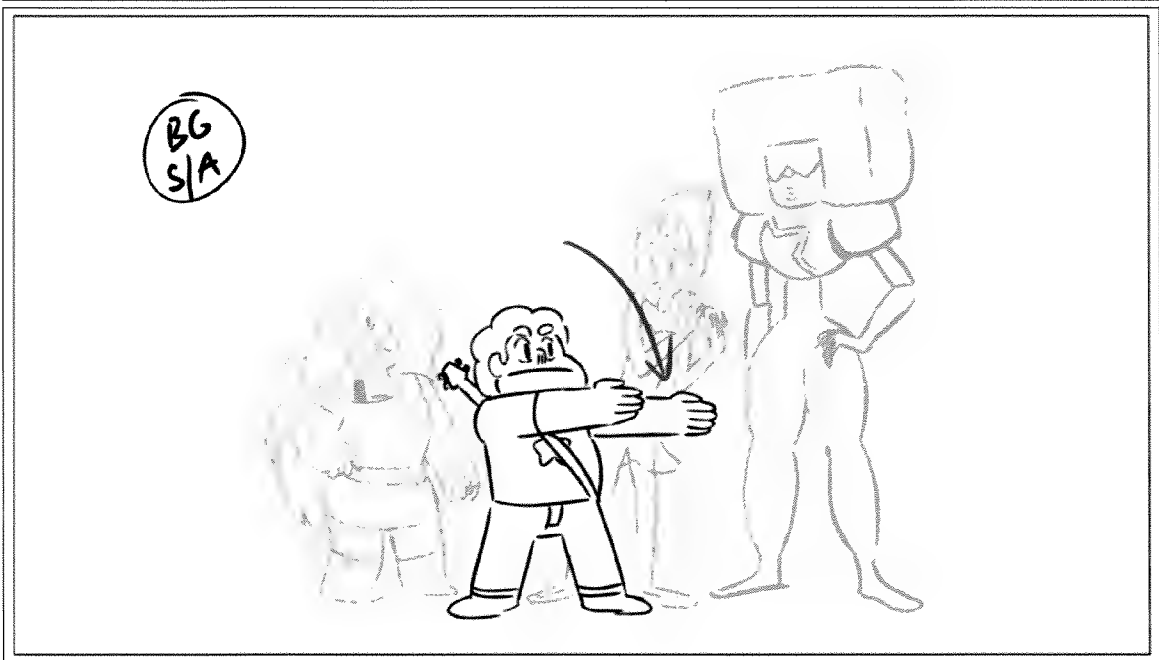
Slugging

2.04

JUN 10 2013



Scene	Panel
57	9



Slugging  
0.11

Scene	Panel
57	10



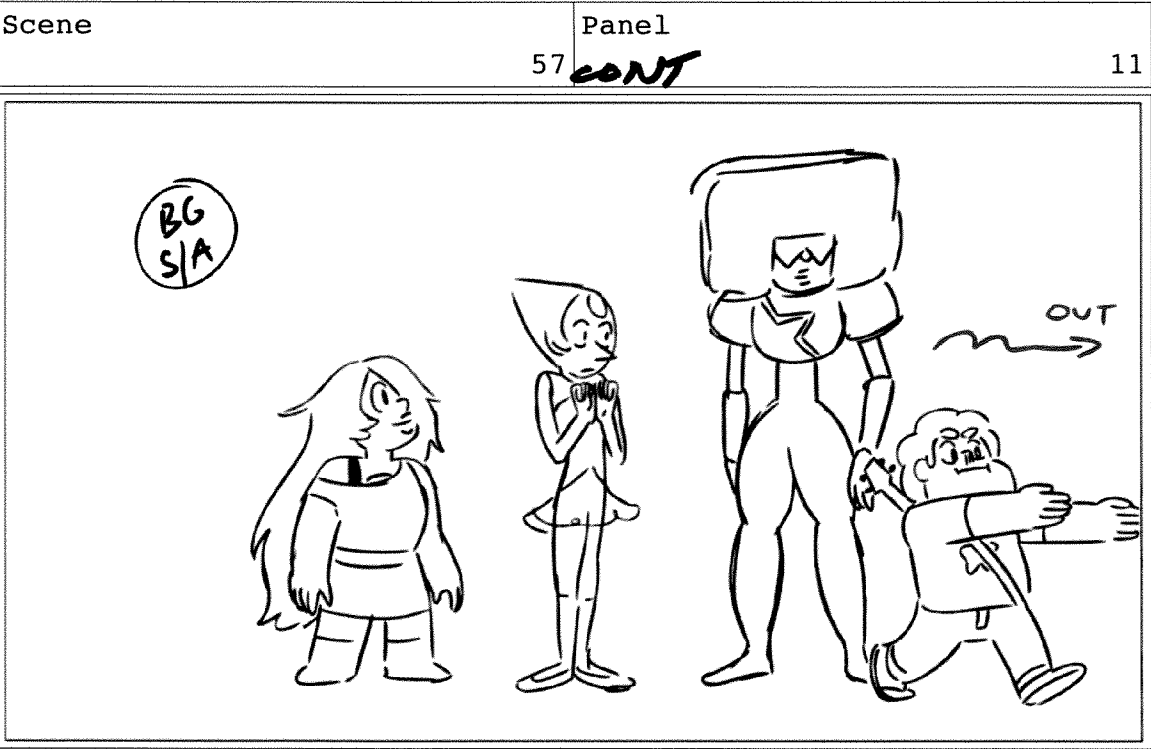
Slugging  
0.09

JUN 1 0 2013

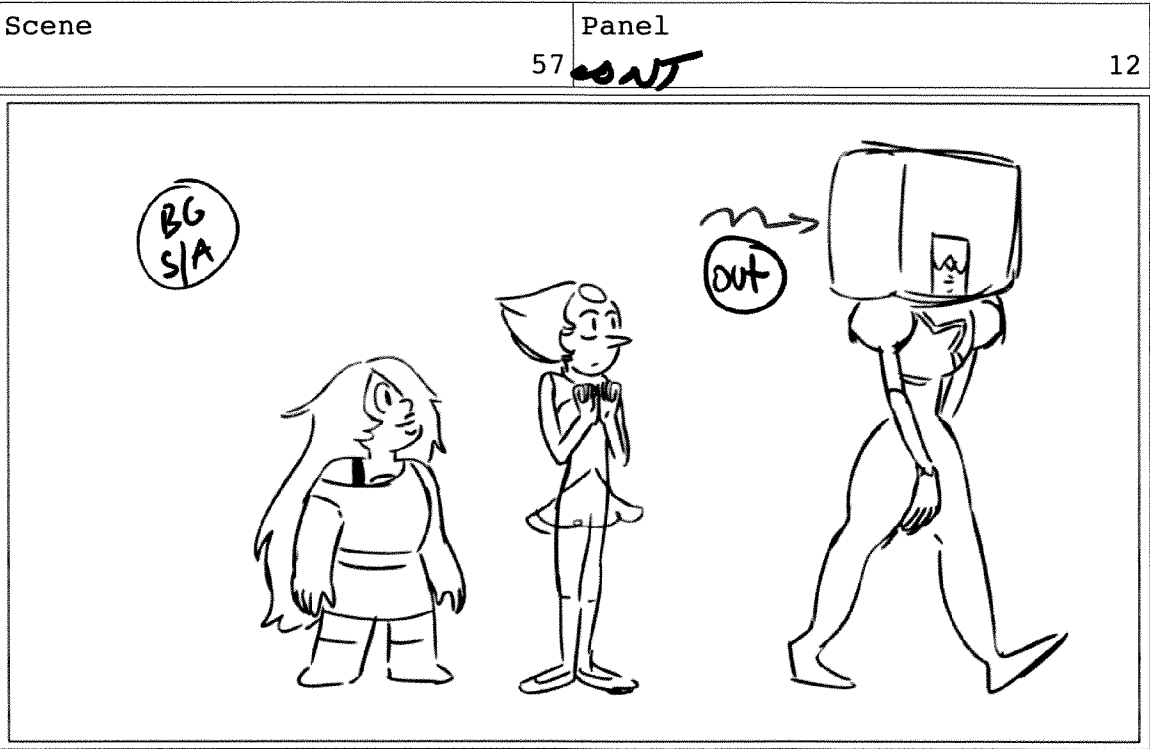
1020-007

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1020-007



Slugging  
0.13



Dialog  
PEARL: BUT...

Slugging  
0.14

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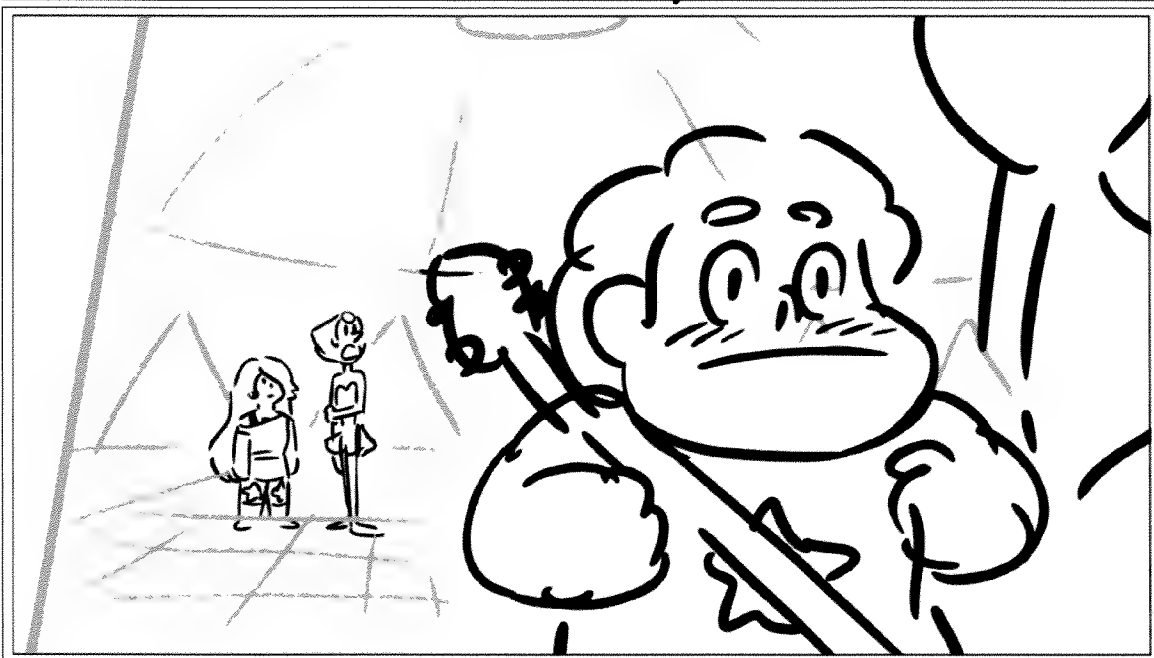
1020-007

1020-007

Scene	Panel
57	13
CONT	
	
<p>Dialog</p> <p>PEARL: THIS COULD BE THE TEA CUPS...</p>	
<p>Slugging</p> <p>1.11</p>	

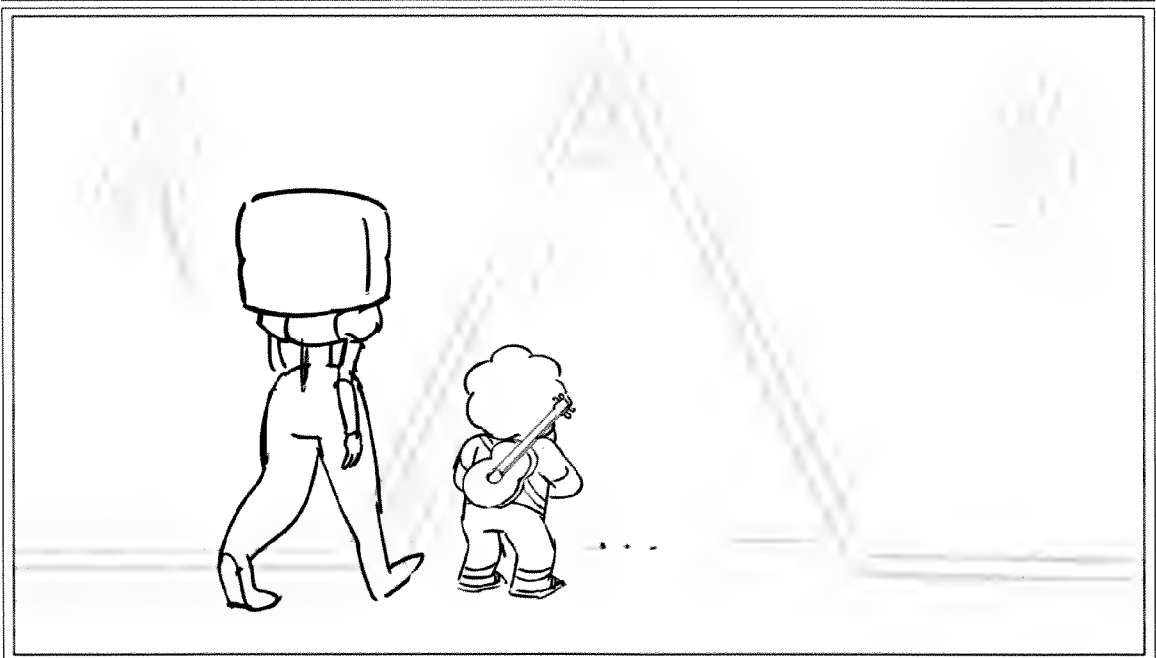
Scene	Panel
58	1
	
<p>Dialog</p> <p>PEARL: ...ALL OVER AGAIN.</p>	
<p>Slugging</p> <p>1.04</p> <p>JUN 10 2013</p>	

Scene	Panel
58	<i>CONT</i> 2



Slugging  
1.02

Scene	Panel
59	1



Slugging  
Panels 1 to 3 = 1.03

Notes  
H.U. Steven to previous scene.

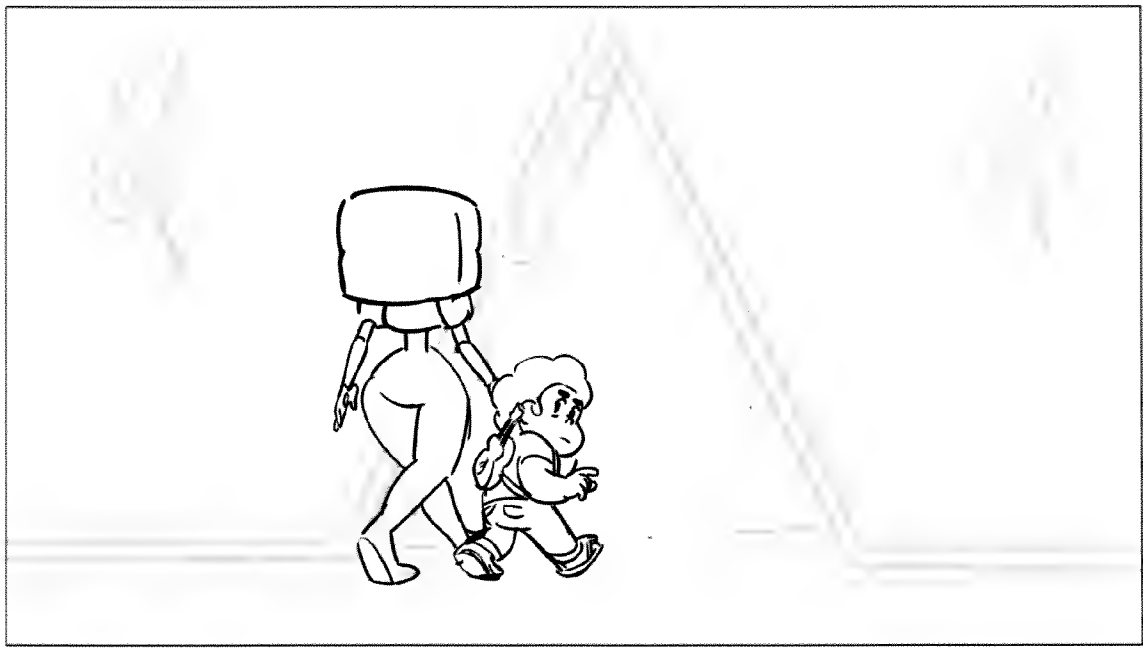
JUN 1 0 2013

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1020.007

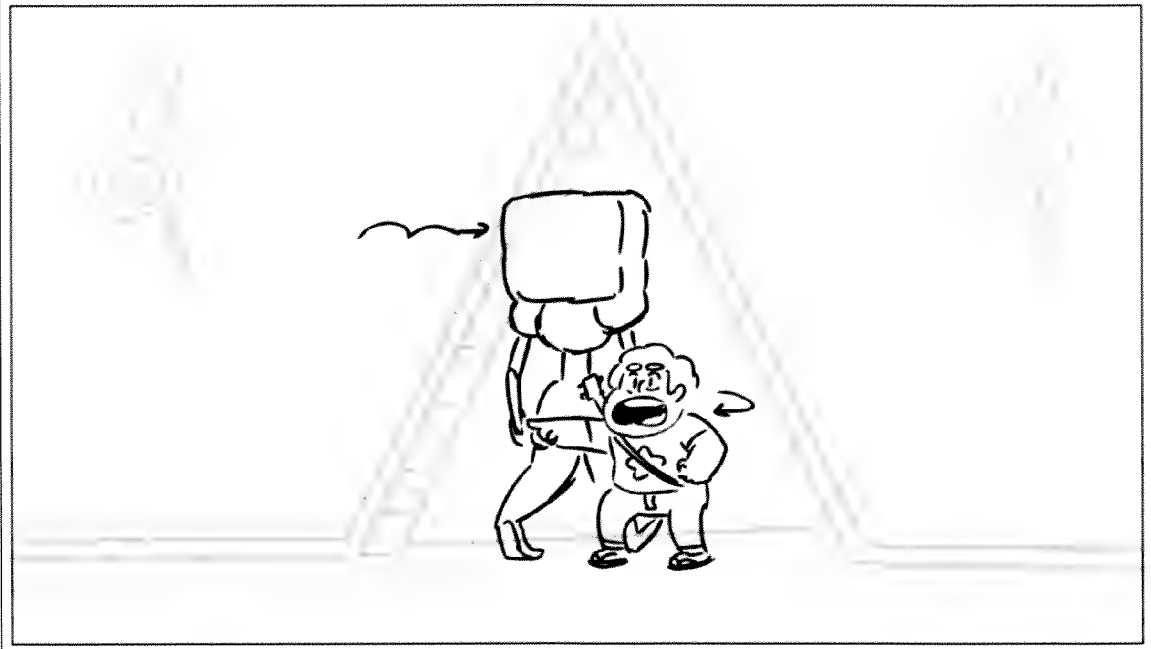
Scene	Panel
59	cont
	2



Notes

H.U. Steven to previous scene.

Scene	Panel
59	cont
	3



Dialog

STEVEN: HEY

Action Notes

Steven turns around

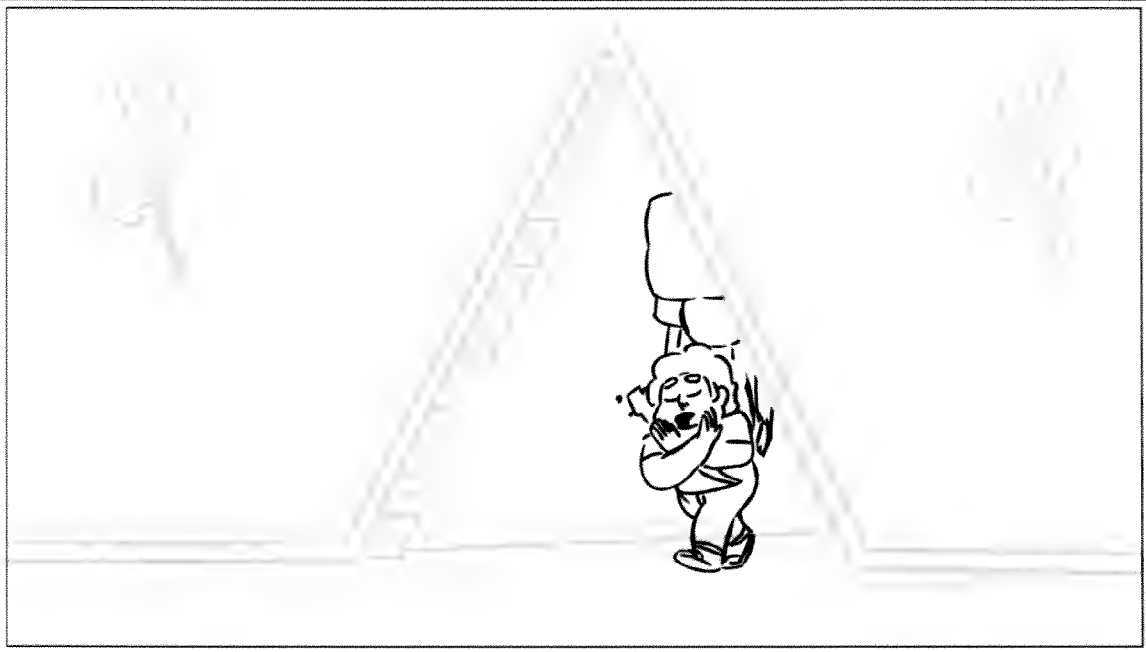
JUN 10 2012

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Scene	Panel
59	4

CONT



Dialog

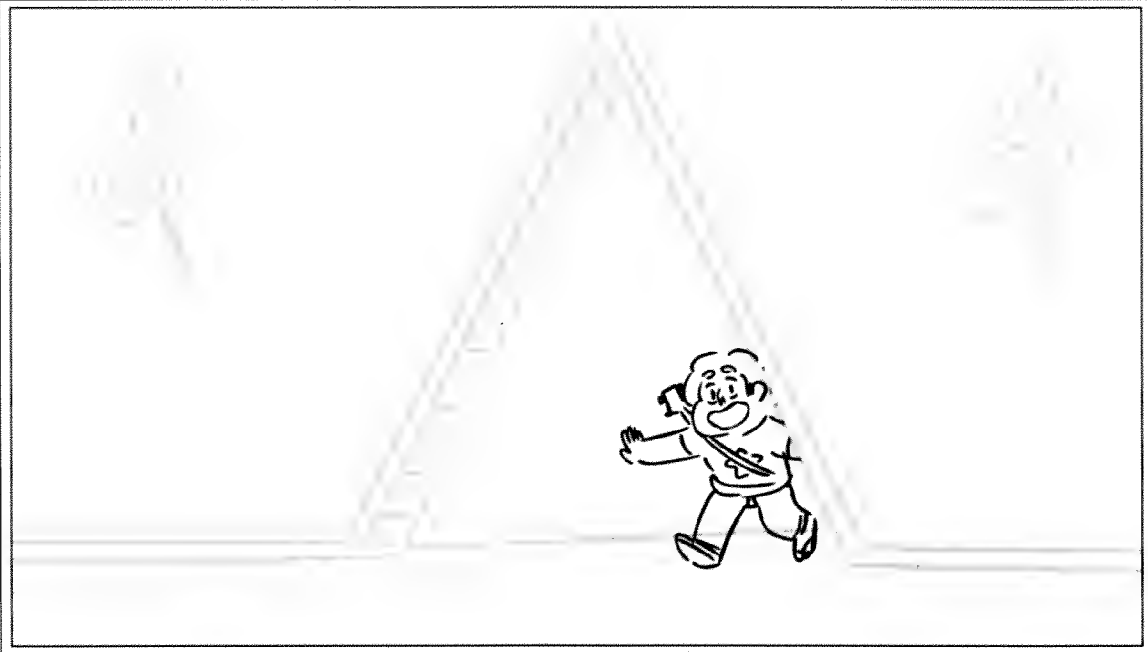
STEVEN: I'VE PUT IT...

Slugging

1.05

Scene	Panel
59	5

CONT



Dialog

STEVEN: ...BEHIND ME

Slugging

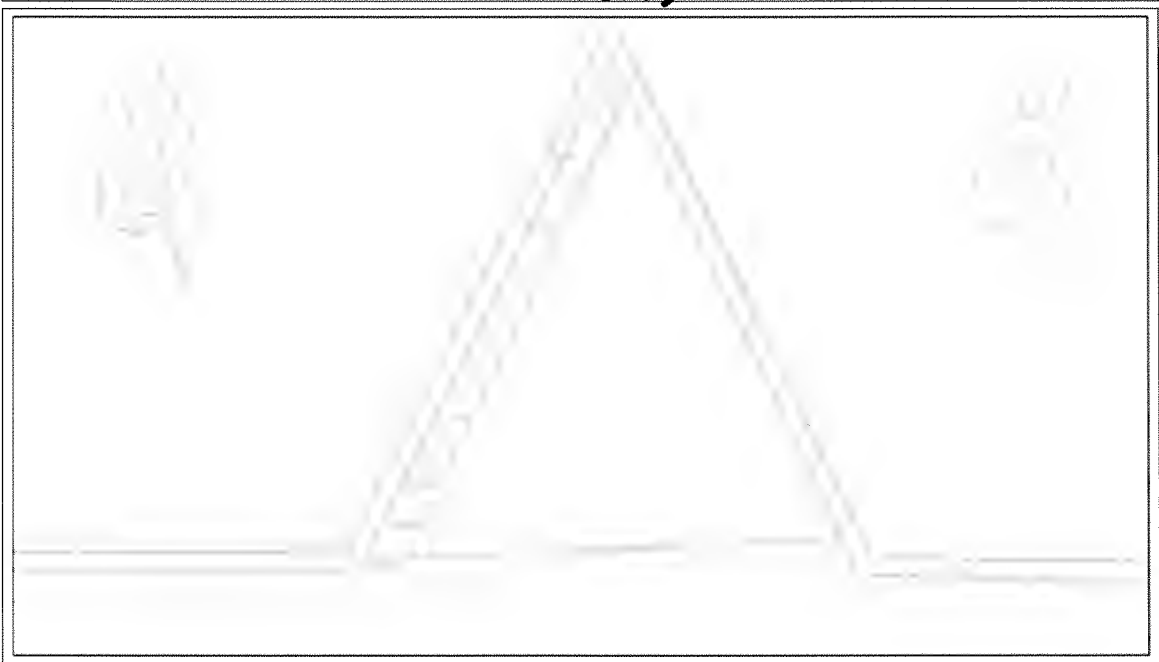
0.14

JUN 10 2013

1020.007

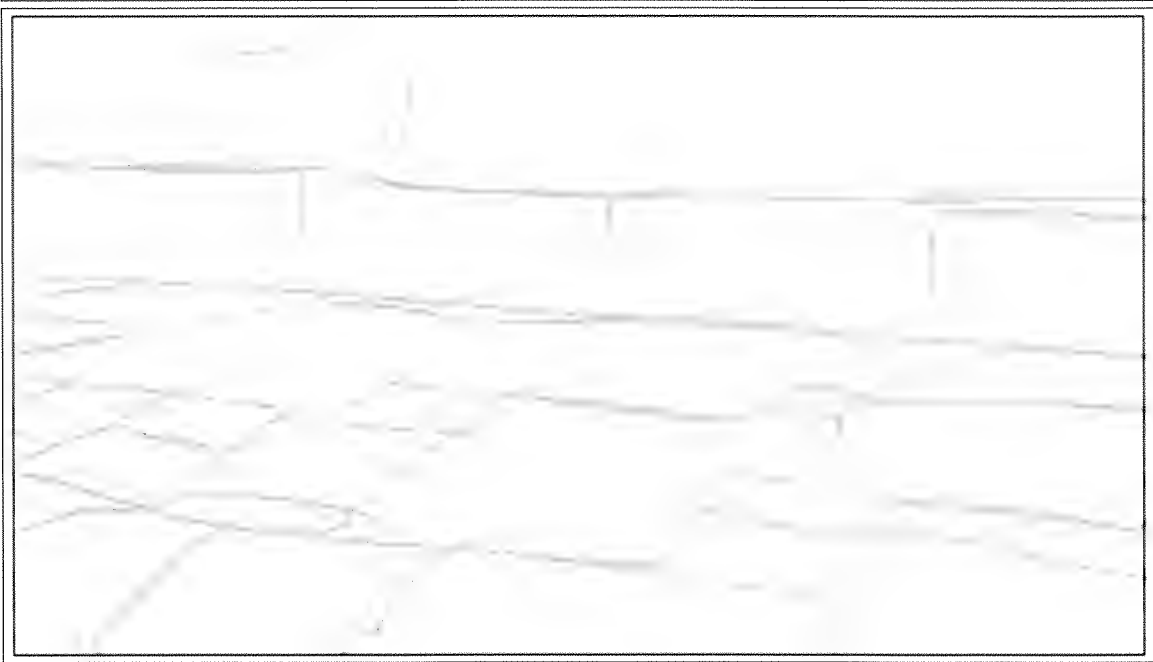
1020.007

Scene	Panel
59	6



Slugging  
1.08

Scene	Panel
60	1



Slugging  
0.09

JUN 10 2013

1020.007

1020.007

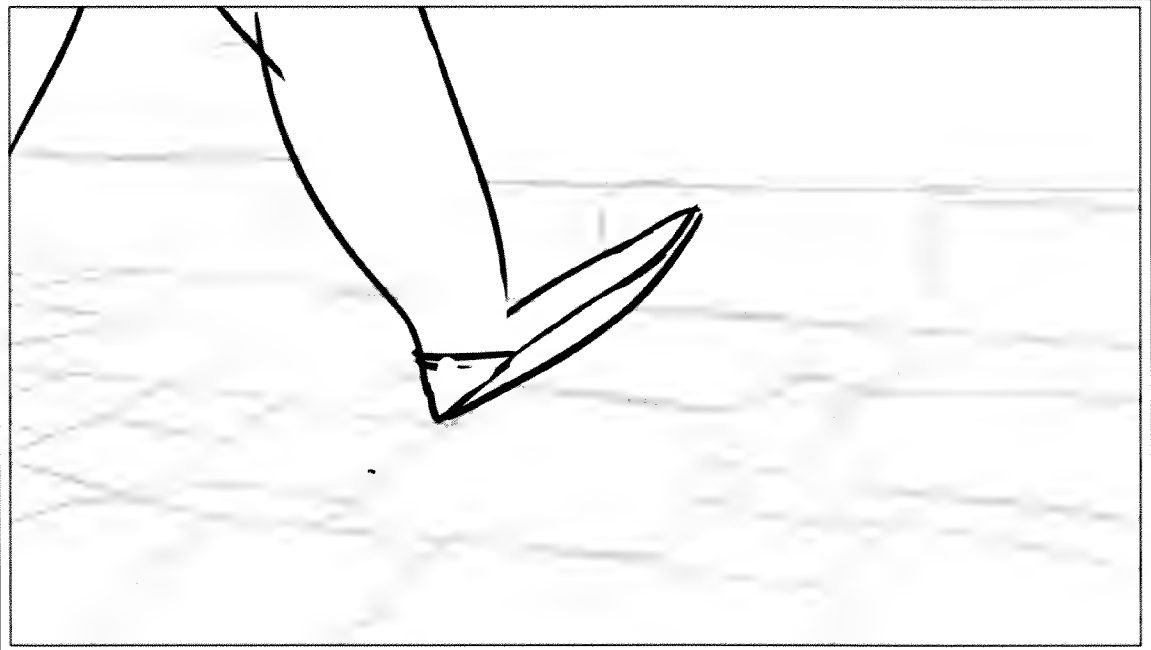
Scene 60 Panel 2  
*CONT*



Action Notes  
Garnet foot in

Slugging  
Panels 2 + 3 = 0.08

Scene 60 Panel 3  
*CONT*



JUN 10 2013



Scene	Panel
60	cont 4



Dialog  
STEVEN: (\*SINGING) OOOOOOOOOOOHHHH

Slugging  
Panels 4 + 5 = 1.07

Scene	Panel
60	cont 5



Dialog  
STEVEN: (\*SINGING) OOOOOOOOOOOHHHH

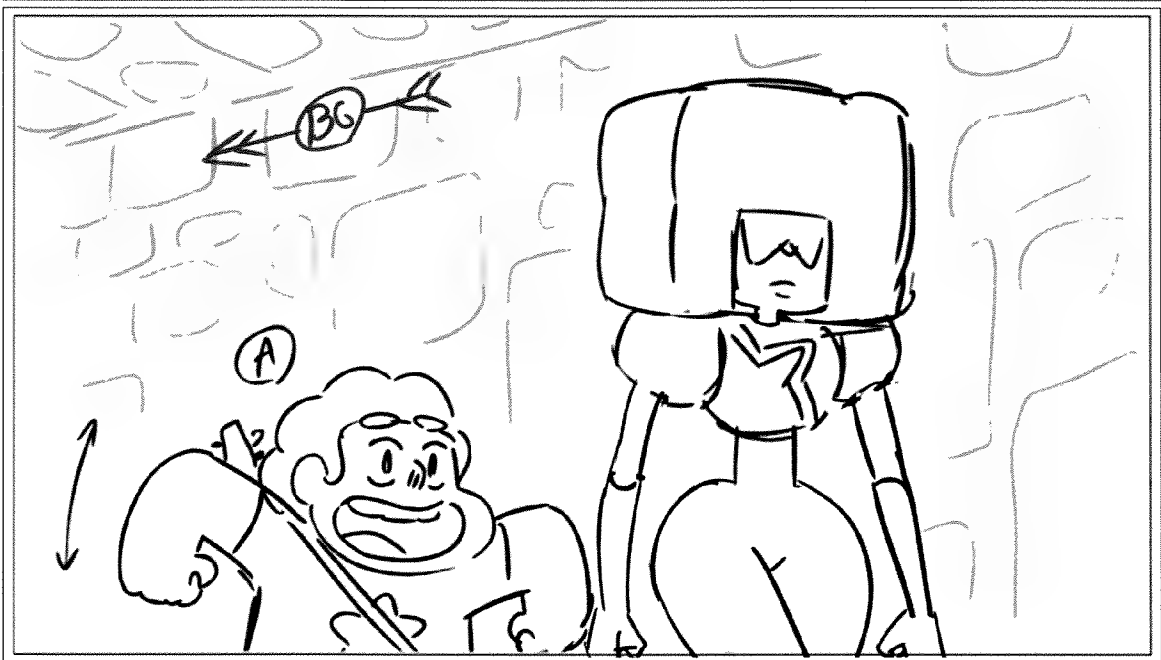
JUN 10 2013

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1020-007

1020-007

Scene	Panel
61	1



Dialog  
STEVEN: (\*SINGING) WE'RE ON A MAGIC

Action Notes  
Background moves screen right to left.  
  
Repeat panel 1 + 2 x 2

Slugging  
Panels 1 + 2 x 2 = 1.05  
  
Total frames: 3.04

Scene	Panel
61	2 <i>cont</i>



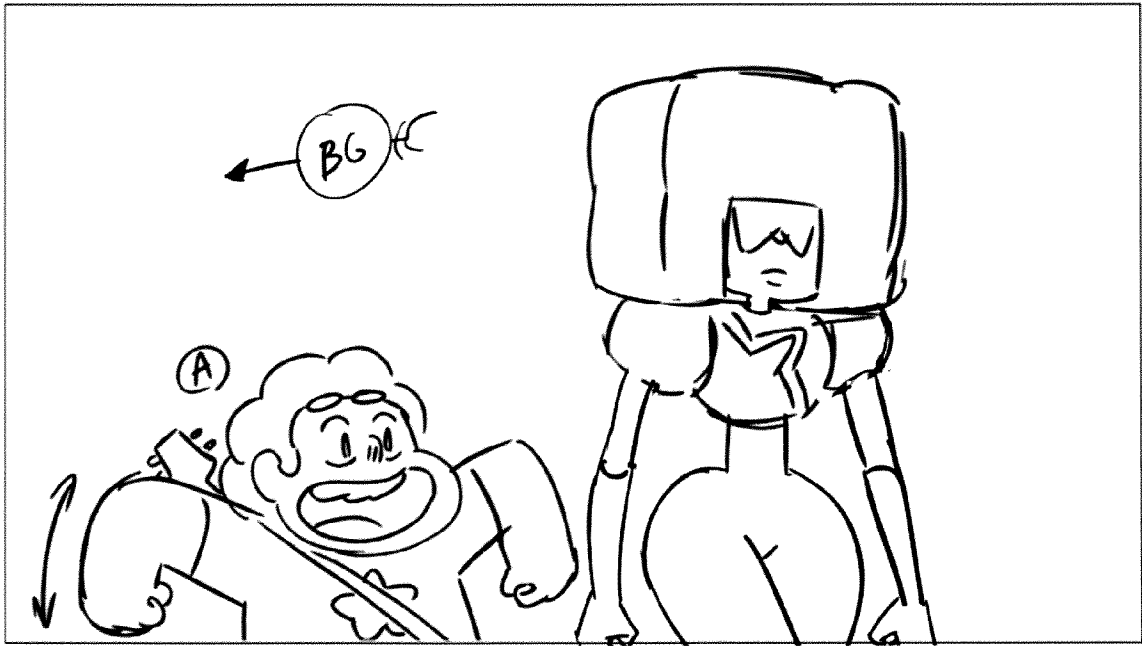
Action Notes  
Background moves screen right to left.

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1020-007

Scene	Panel
61	CONT 3



Dialog

STEVEN: FOR SOME MAGIC TREASURE JUNK!

Action Notes

Background moves screen right to left.

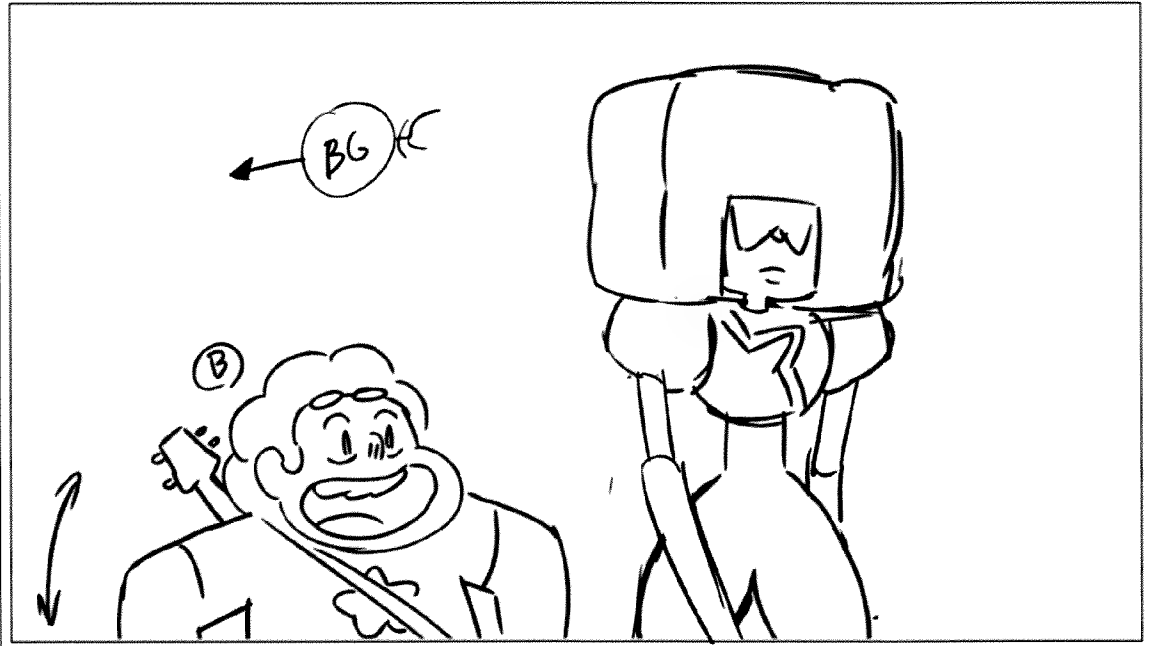
Repeat Panels 3 + 4 x 2

Slugging

Panels 3 + 4 x 2 = 1.04

Total frames: 2.08

Scene	Panel
61	CONT 4



Action Notes

Background moves screen right to left.

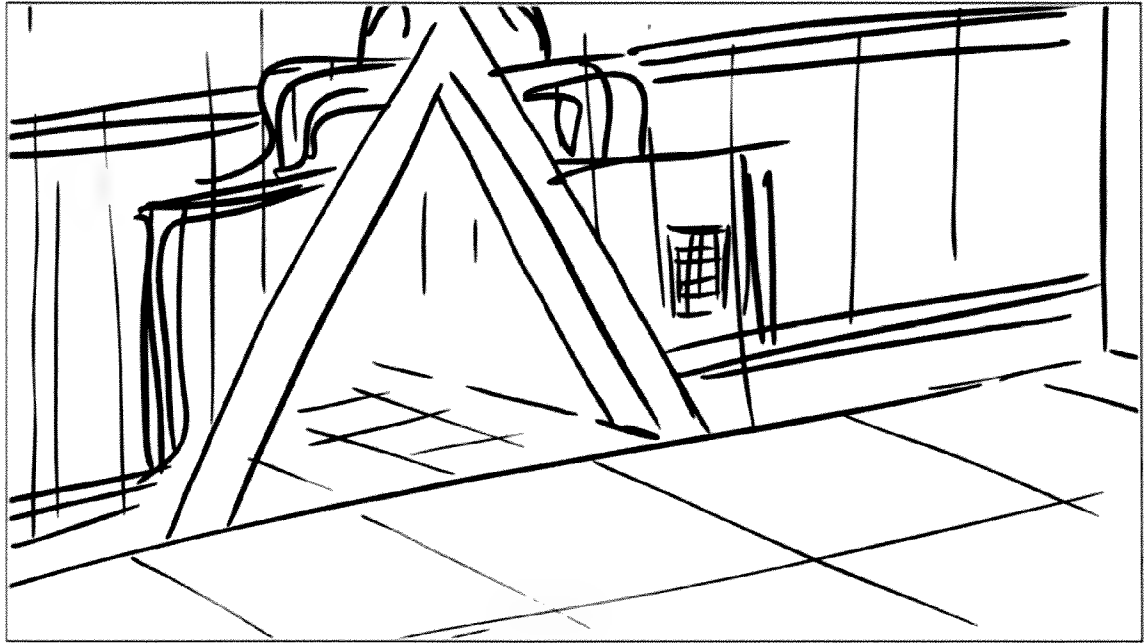
Slugging

0.11

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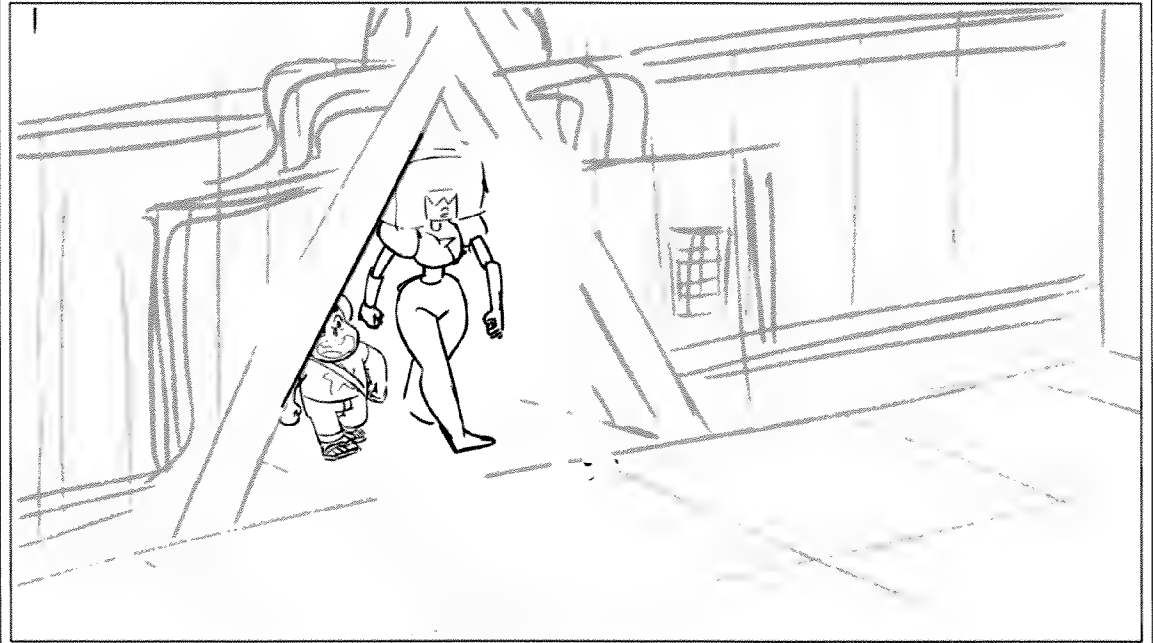
Scene	Panel
62	1



Dialog  
STEVEN: SOMETHING SOMETHING...

Slugging  
1.15

Scene	Panel
62	cont 2



Dialog  
STEVEN: MAGIC SOMETHING! (\*END SINGING)

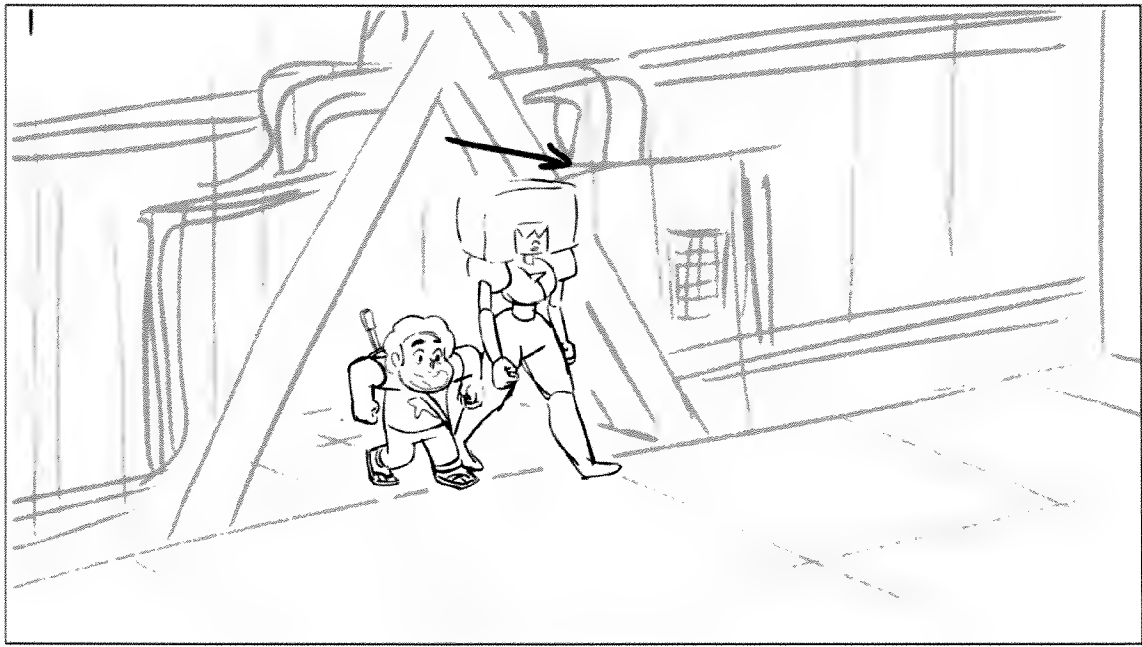
Slugging  
Panels 2 + 3 = 3.06

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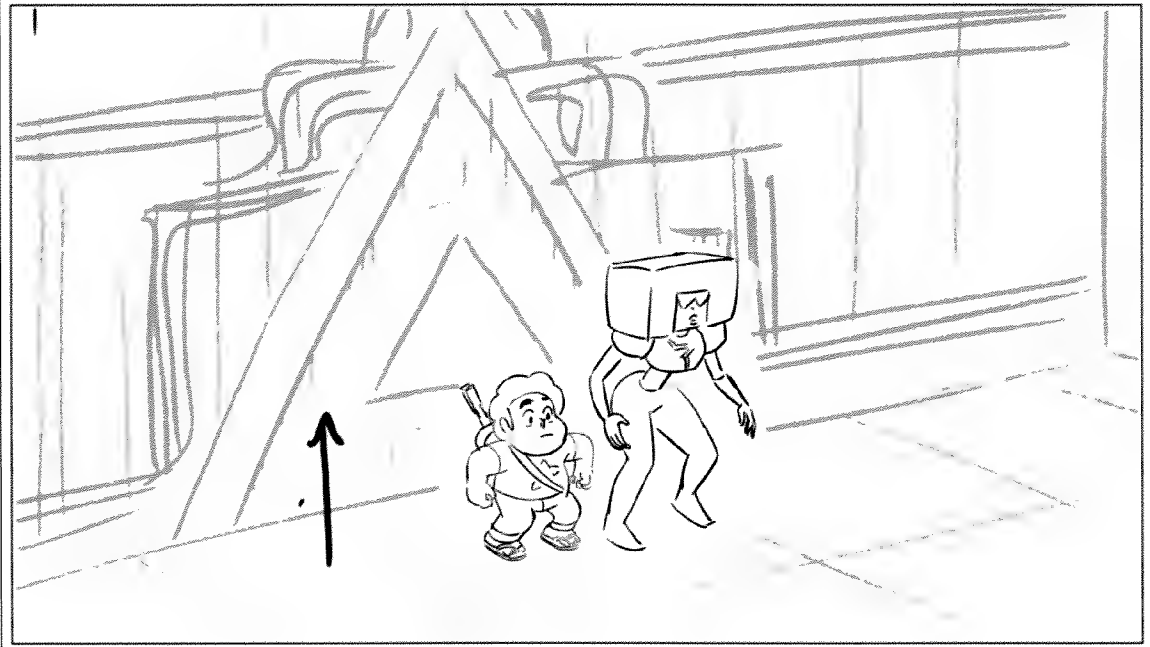
1020-007

Scene 62 Panel 3



Dialog  
STEVEN: MAGIC SOMETHING! (\*END SINGING)

Scene 62 Panel 4



Dialog  
STEVEN: (\*REACTION TO DOOR SLAMMING)

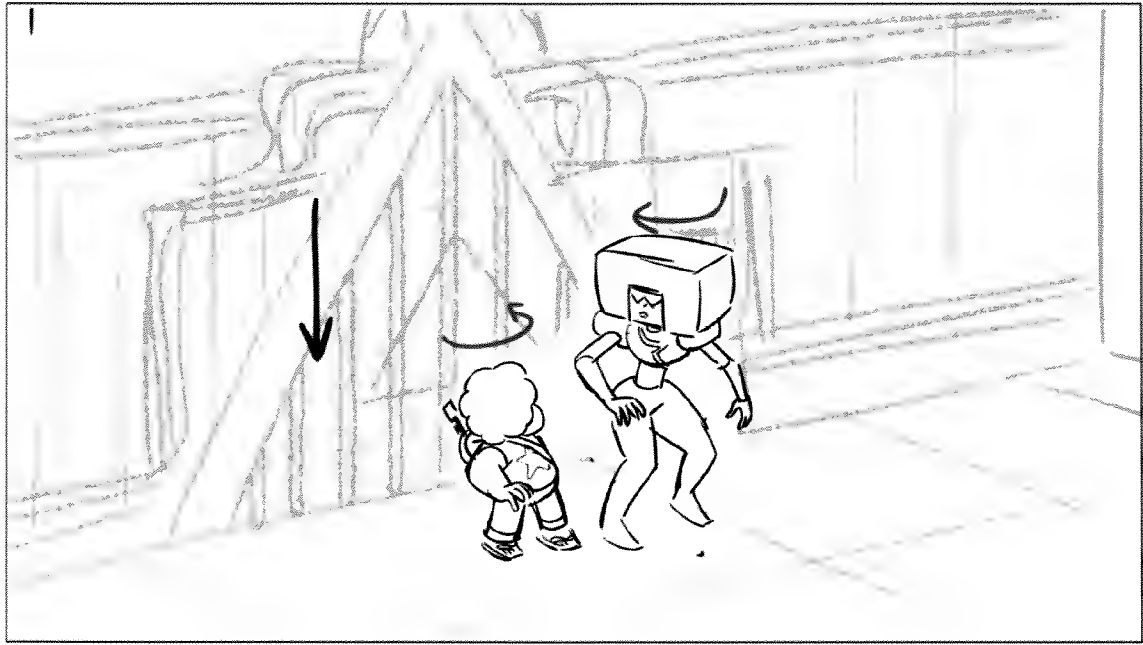
Slugging  
0.11  
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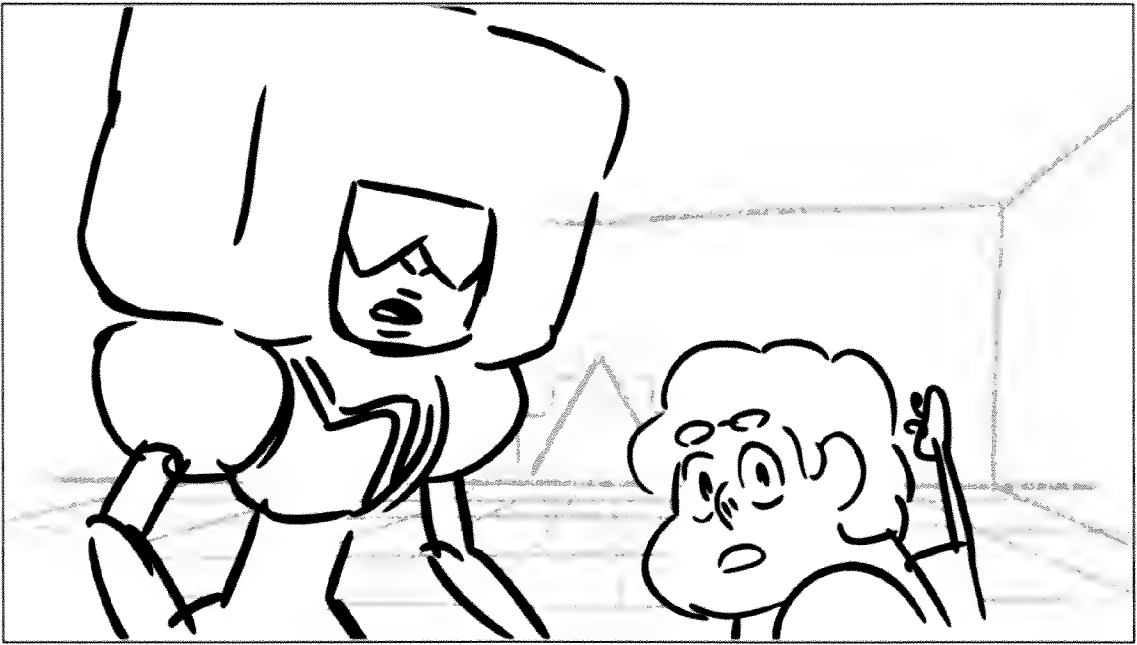
Scene	Panel	
62	CONT	5



Dialog  
STEVEN: HWHA!

Slugging  
1.04

Scene	Panel	
63		1



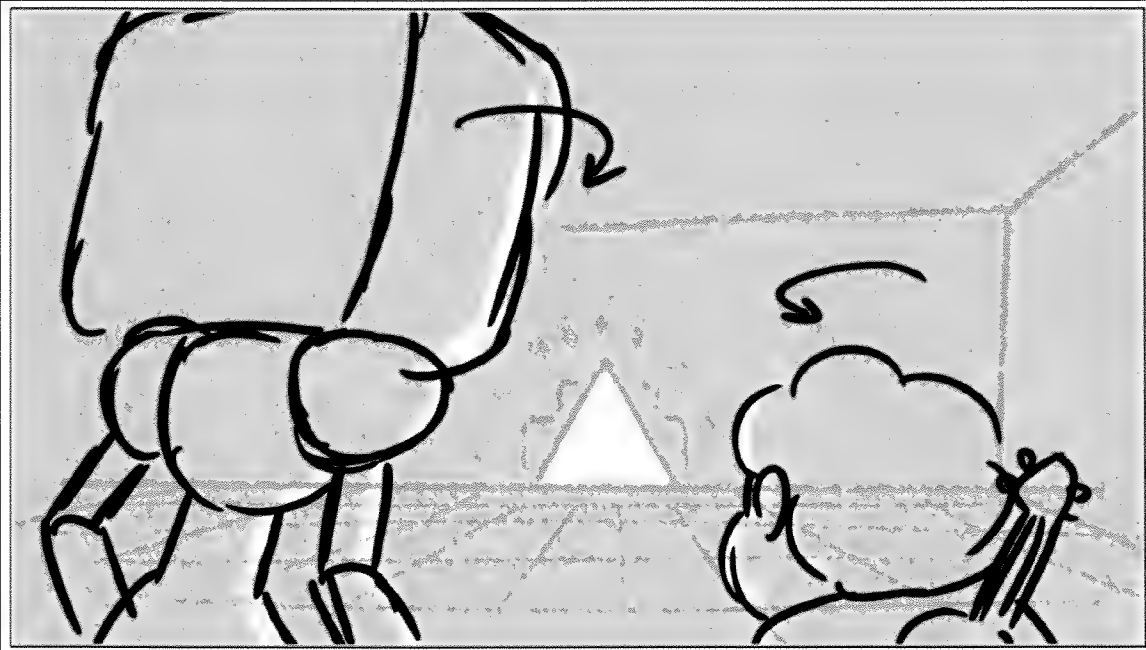
Slugging  
1.03

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1020.007

Scene	Panel
63	<i>cont</i> 2



Dialog  
\*DING\*

Slugging  
1.08

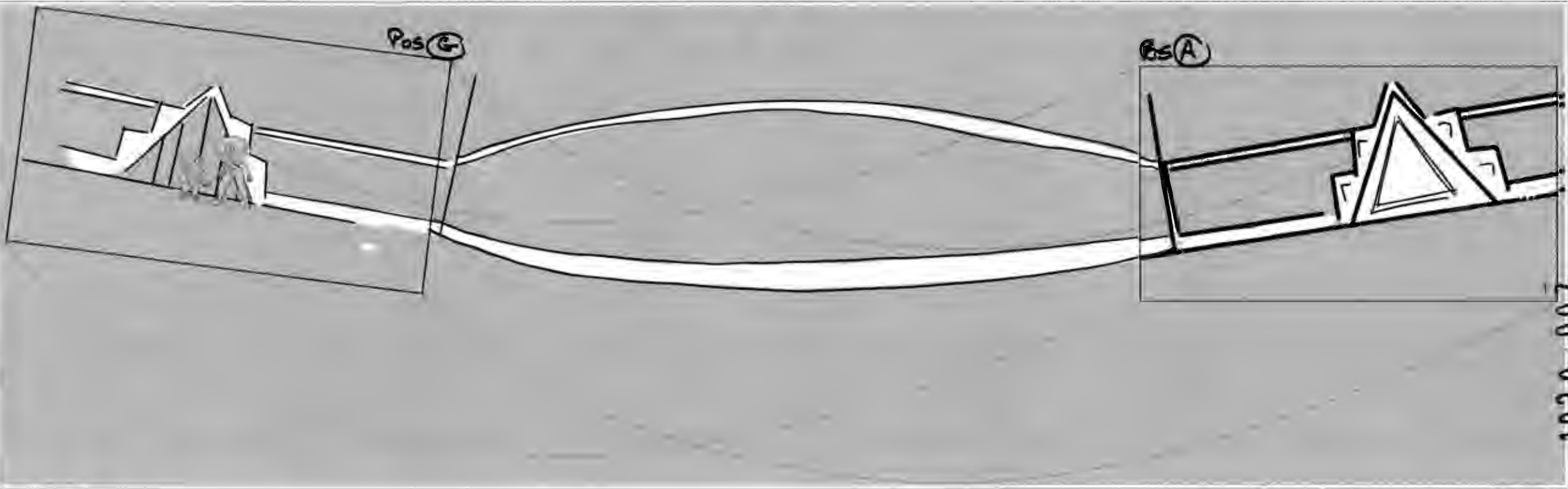
JUN 10 2013

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1020.007

1020.007

Scene	Panel
	64
	1



Slugging  
Panels 1 to 10 ADJ: 7.00  
HOLD: 1.03

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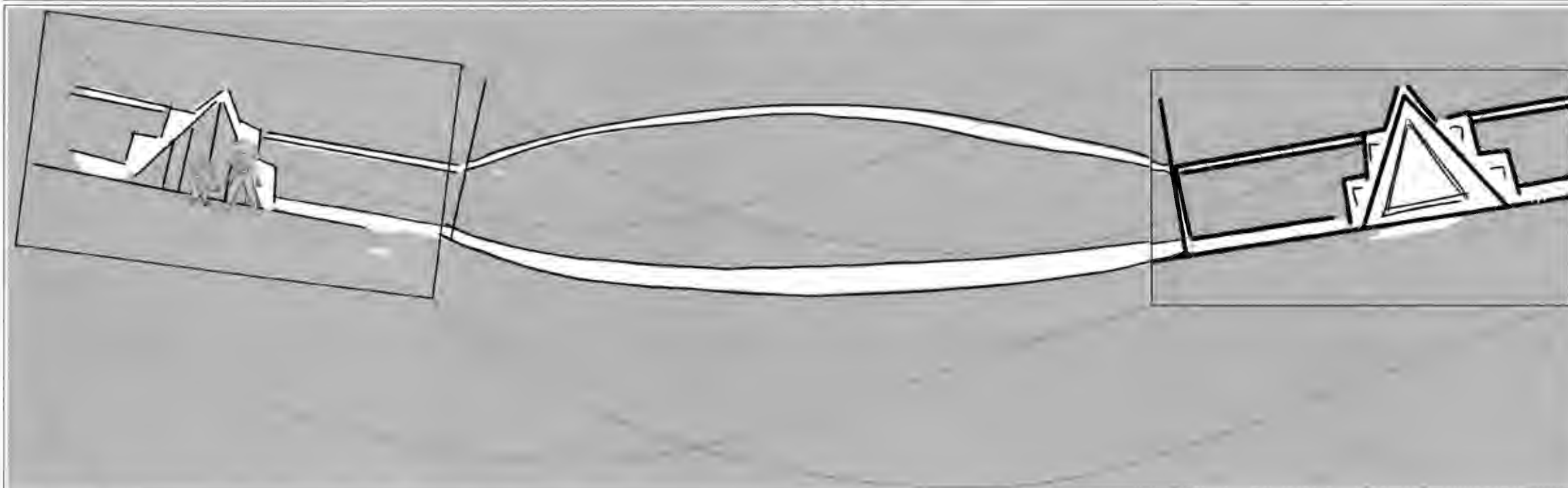


Scene

Panel

64 *cont*

2



Slugging  
HOLD: 0.12

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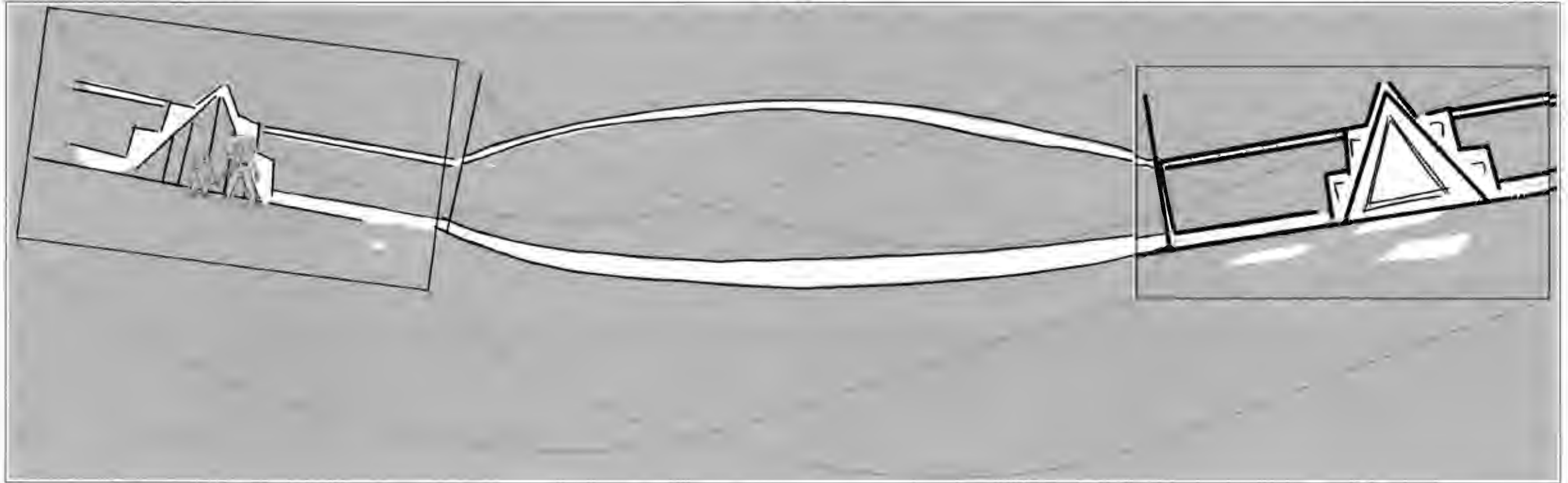
Scene

Panel

64

*CONT*

3



Slugging  
HOLD: 0.11

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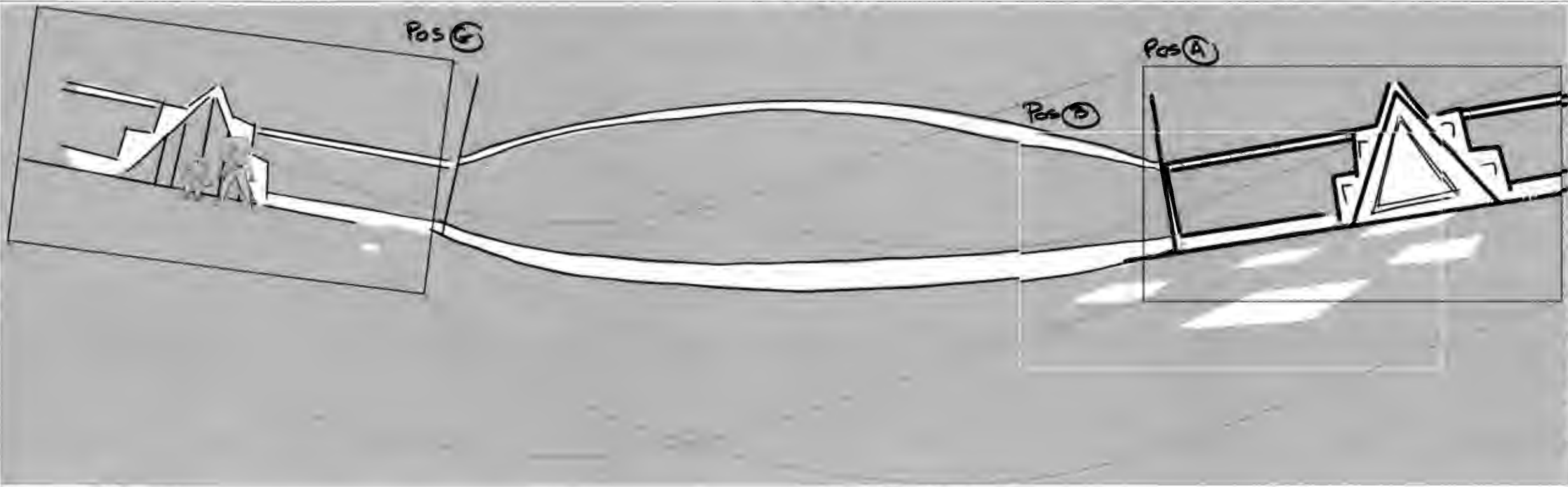
1020.007

Scene

Panel

64 *CONT*

4



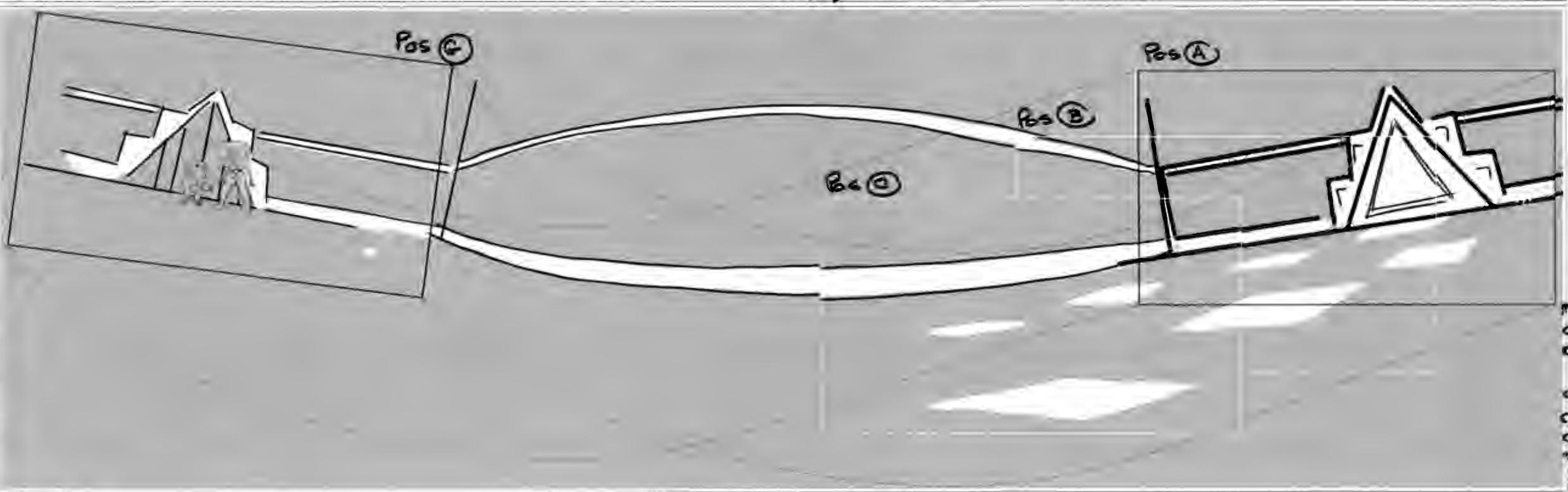
Slugging

ADJ: 0.10

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Scene	Panel	5
	64 <i>CONT</i>	



Slugging  
ADJ: 0.08

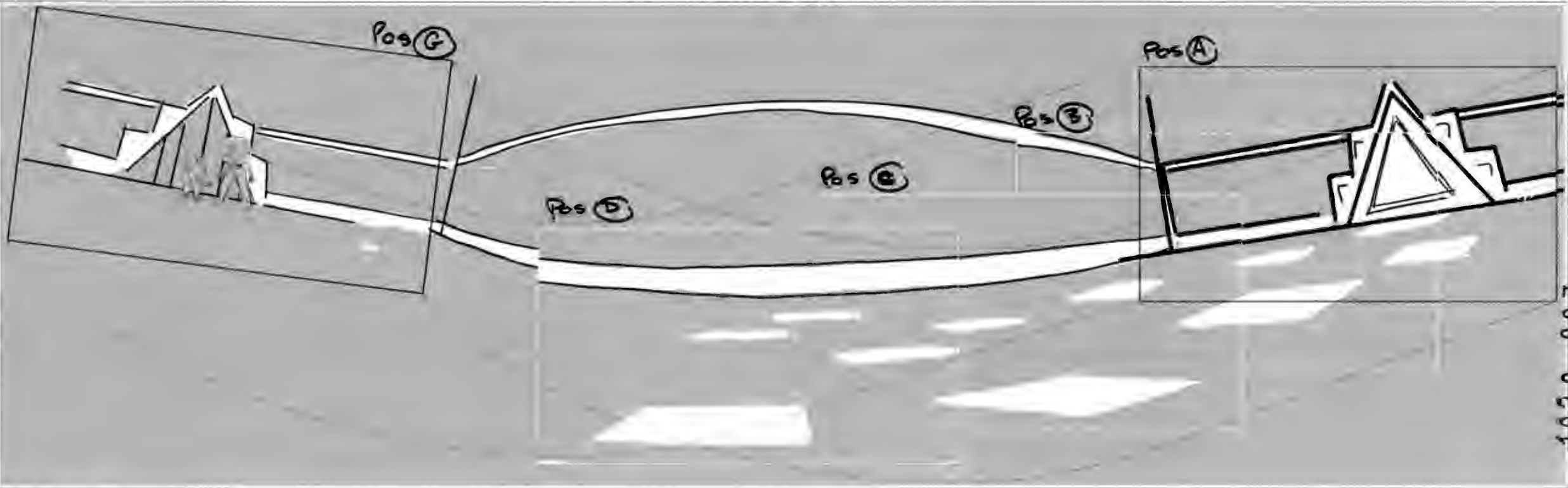
JUN 10 2013

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Scene

Panel  
64 *cont*

6



Slugging  
ADJ: 0.07

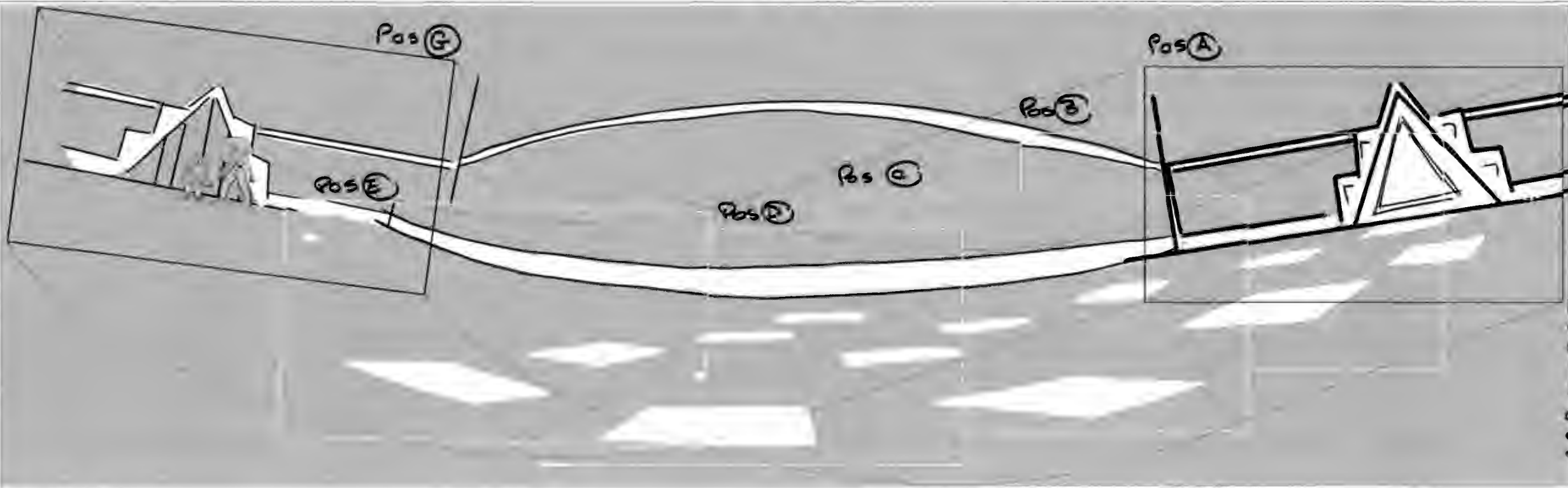
JUN 10 2013

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Scene

Panel  
64 *cont*

7



Slugging  
ADJ: 0.08

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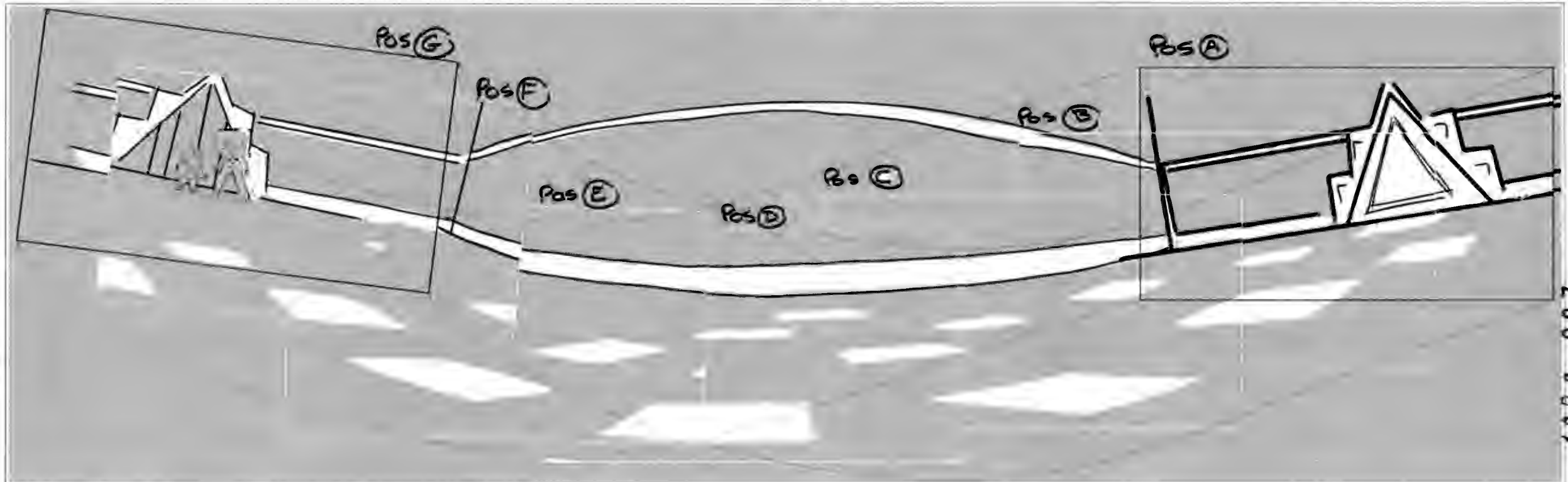
1020-007

Scene

Panel

64 *cont*

8



Slugging  
ADJ: 0.08

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1020-007

1020-007



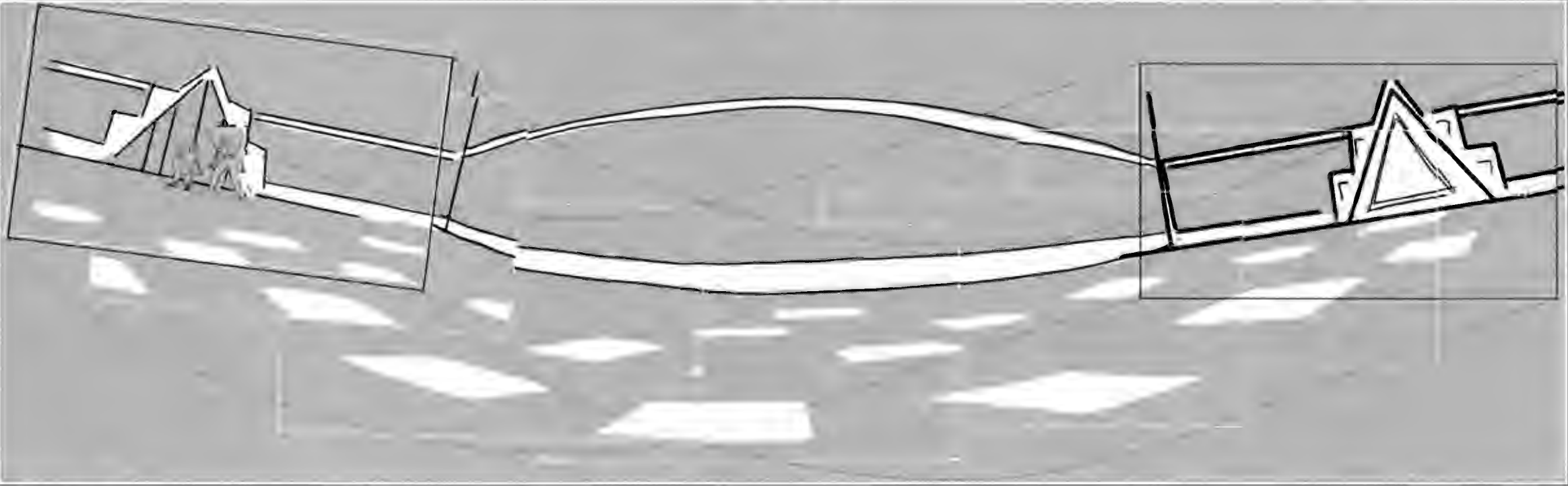
Scene

Panel

64

CONT

9



Slugging  
HOLD: 0.08

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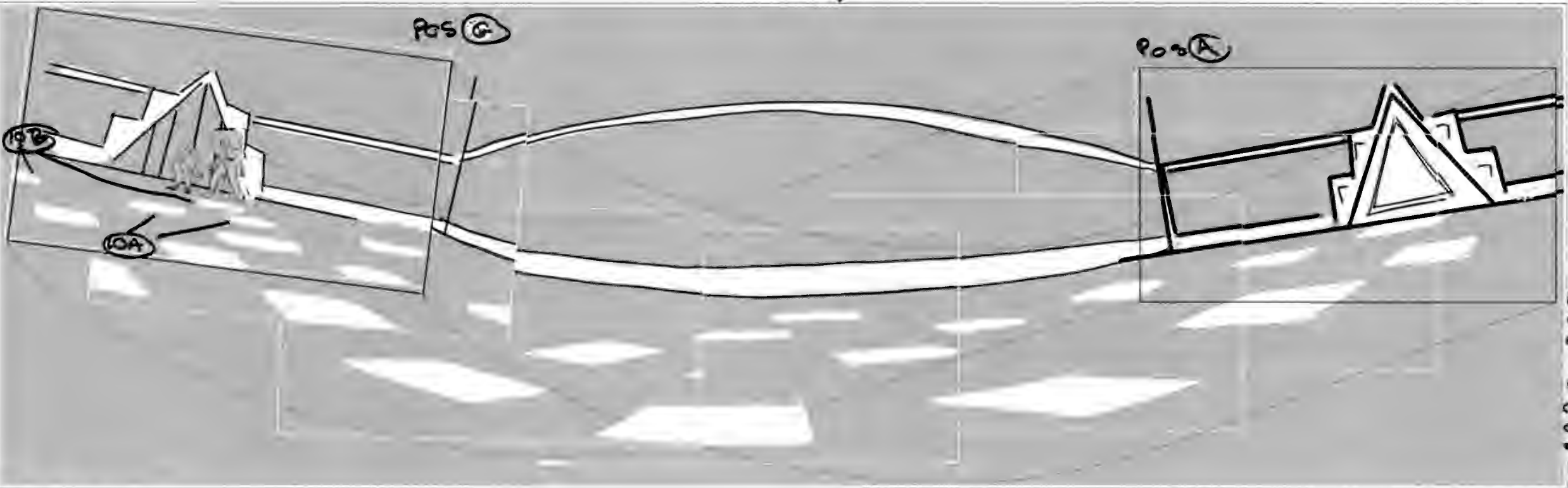
Scene

Panel

64

10

CONT



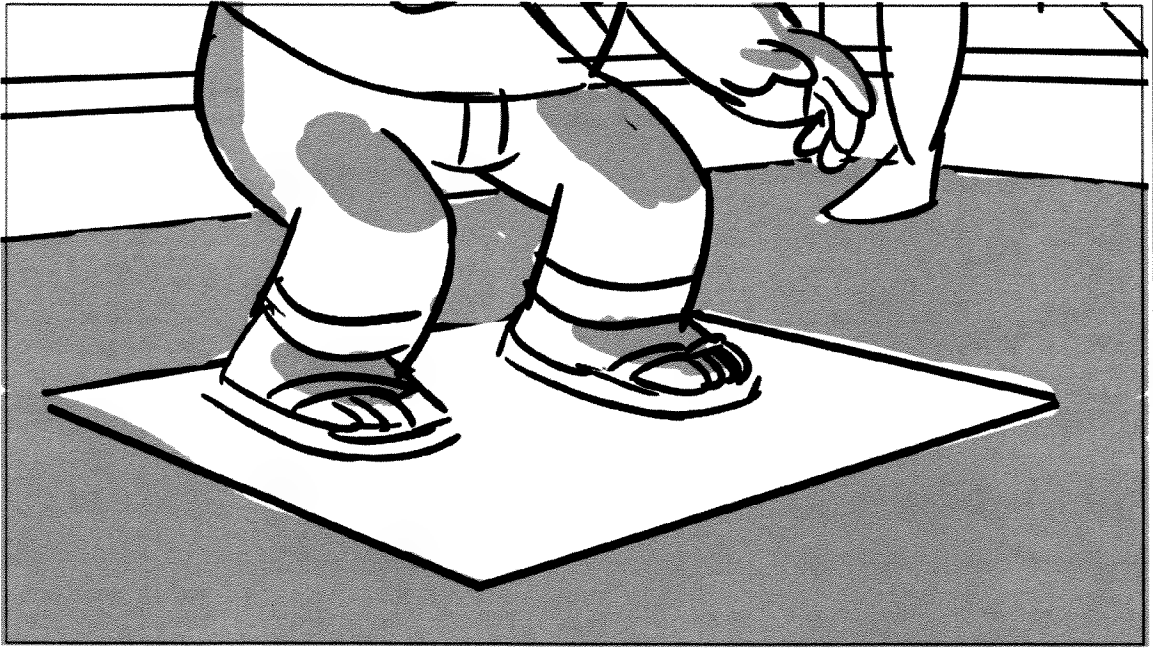
Slugging  
HOLD: 1.05

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Scene	Panel
65	1



Slugging  
1.06

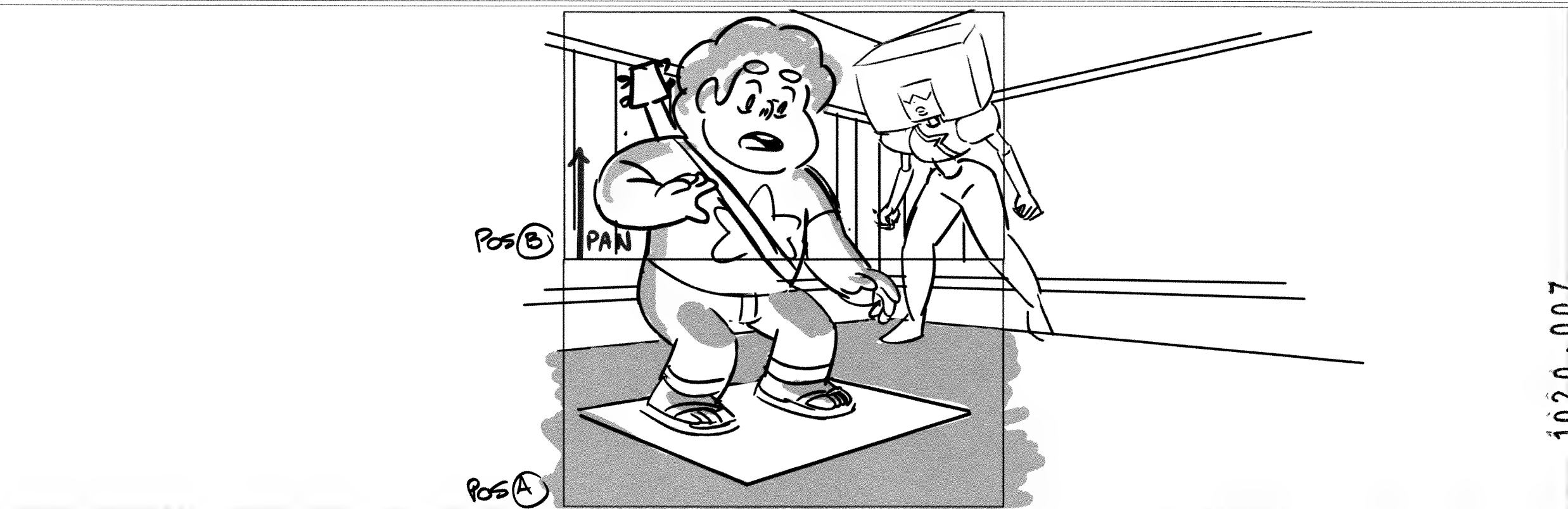
1020-007

1020-007

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Scene	Panel	
	65 <i>cont</i>	2



Action Notes  
Pan up

Slugging  
ADJ: 0.10  
Then HOLD: 1.04

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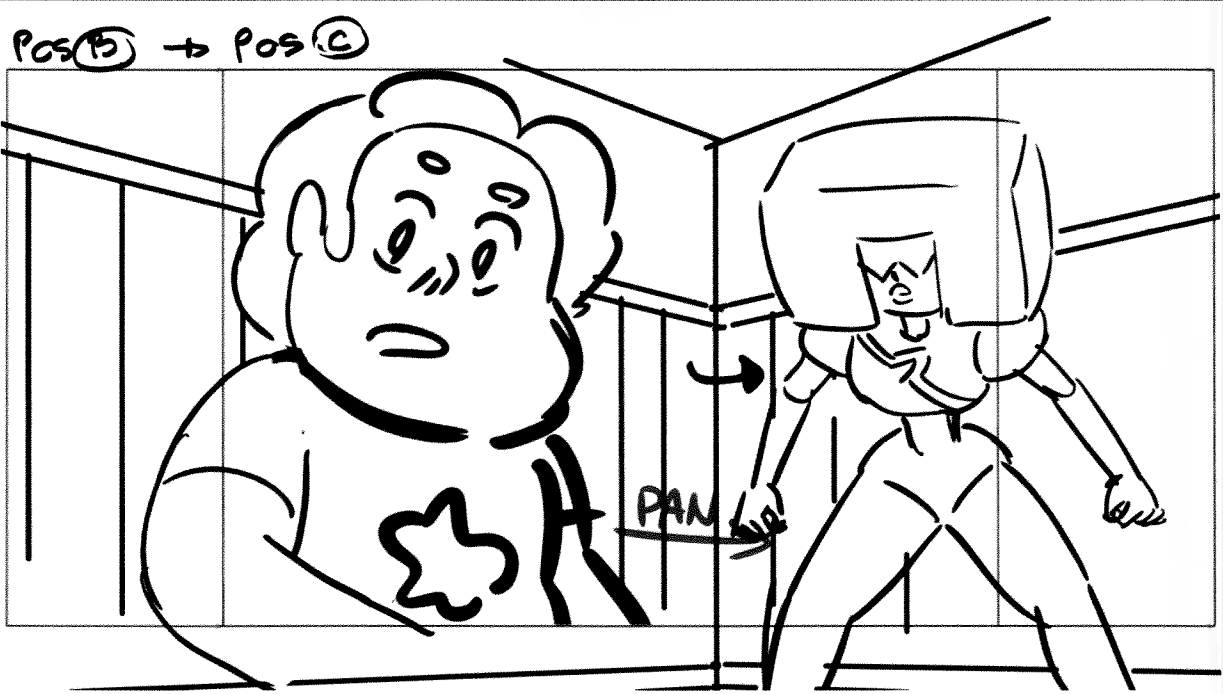
Scene

65

Panel

3

CONT



Action Notes

pan to Garnet

Slugging

ADJ: 0.06

Then HOLD: 1.01

Scene

66

Panel

1



Slugging

0.09

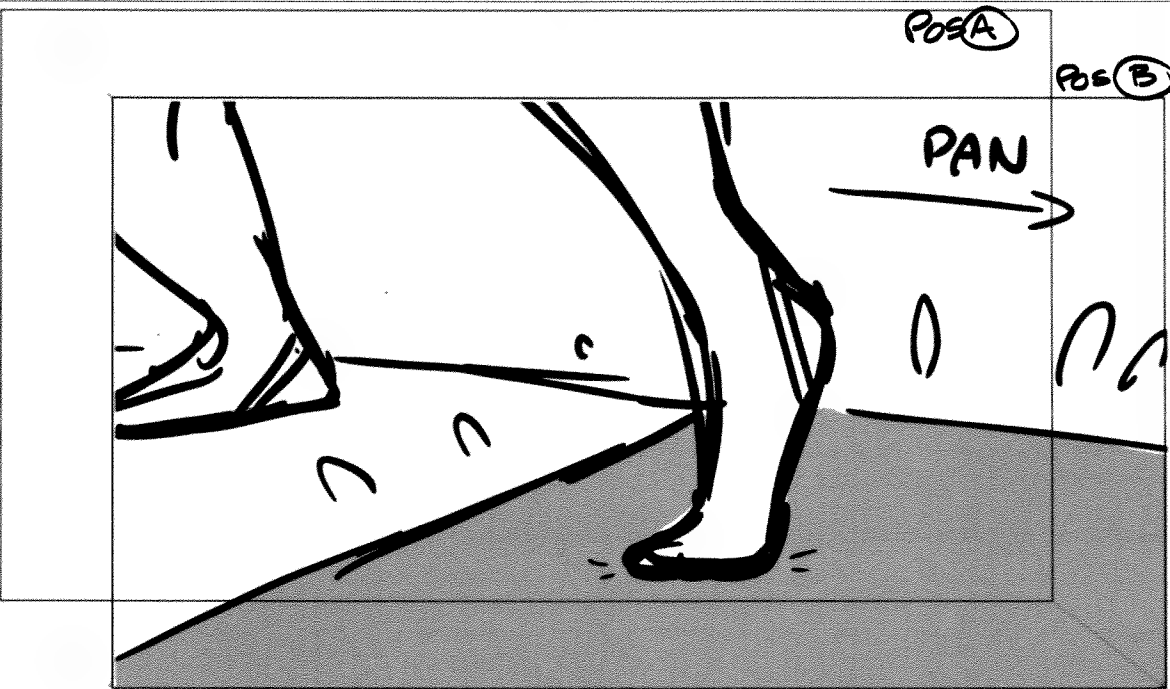
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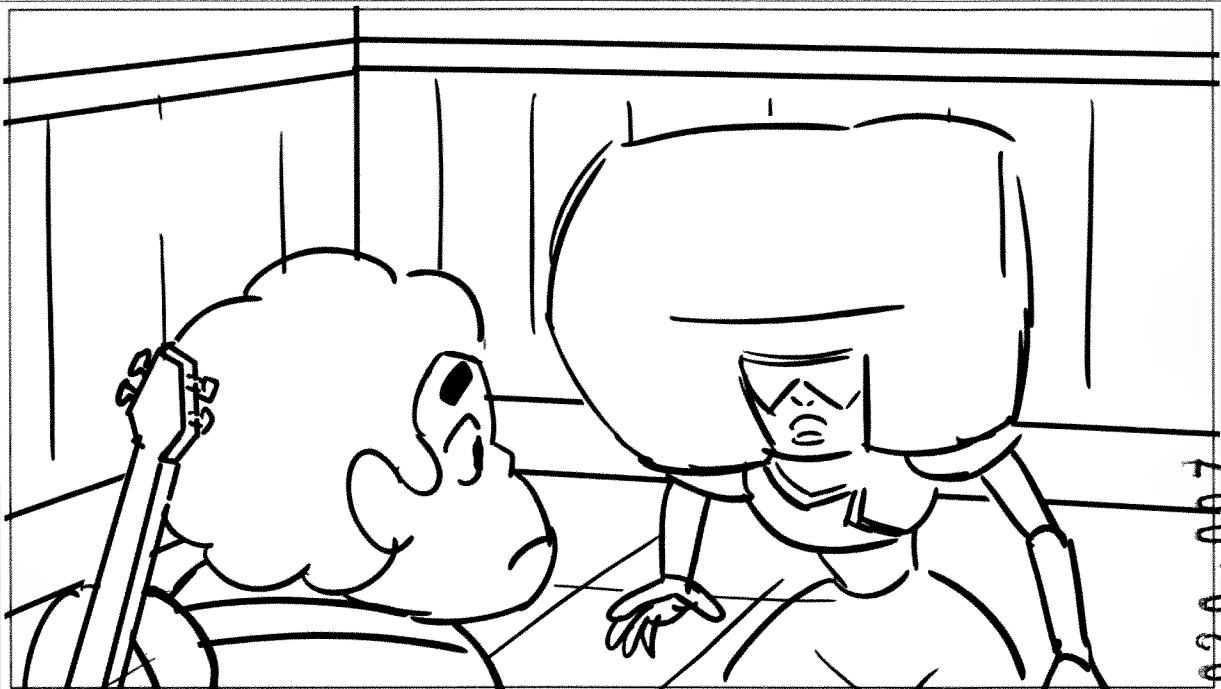
Scene	Panel
66	CONT 2



Action Notes  
Pan

Slugging  
2.00  
Quick ADJ then HOLD.

Scene	Panel
67	1

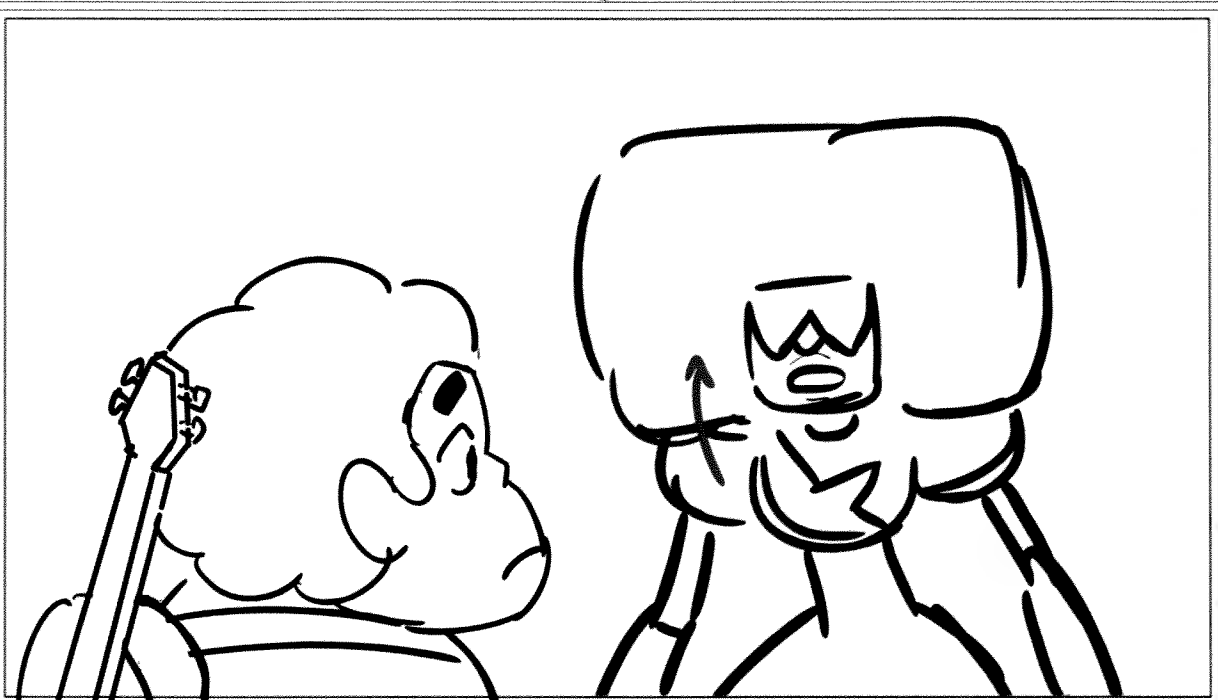


Dialog  
GARNET: WE NEED TO STAY ON THE GLOWING PANELS!

Slugging  
Panels 1 + 2 = 3.06

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Scene 67 Panel 2  
*CONT*



Dialog

GARNET: WE NEED TO STAY ON THE GLOWING PANELS!

Scene 67 Panel 3  
*CONT*



Dialog

STEVEN: RIGHT!

Action Notes

Pan

Slugging

1.04

Quick ADJ then HOLD.

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Scene	Panel
67	4

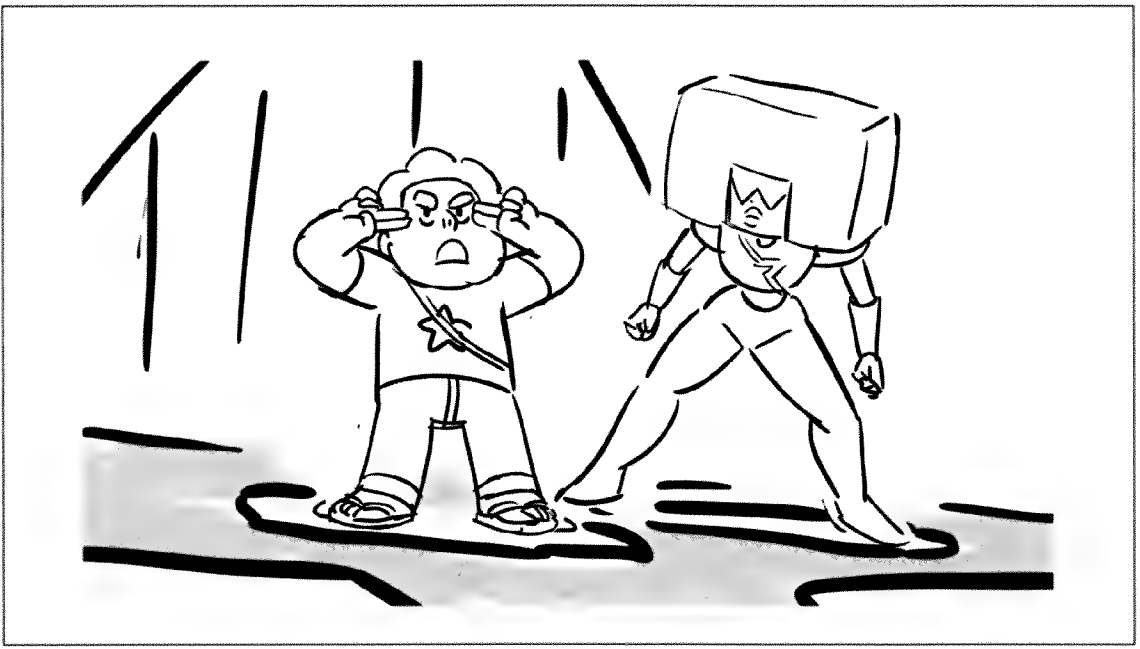
CONT



Dialog  
STEVEN: SERIOUS STEVEN...

Slugging  
3.03

Scene	Panel
68	1

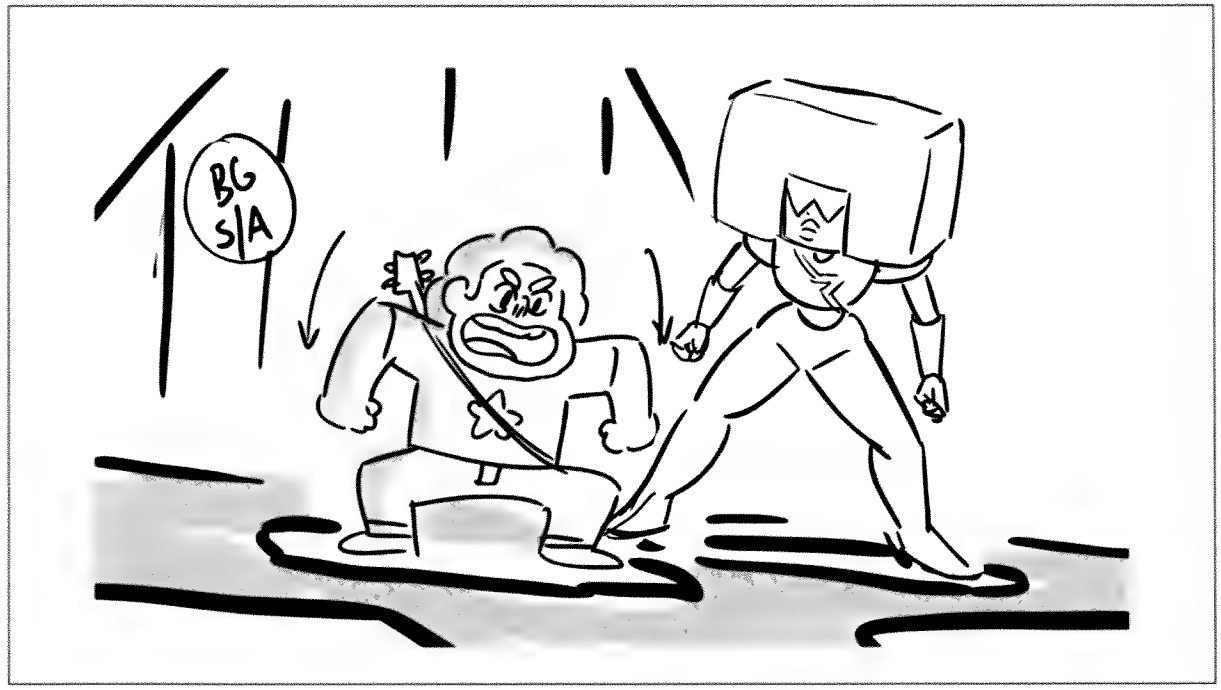


Dialog  
STEVEN: GO!

Slugging  
Panels 1 + 2 = 1.04

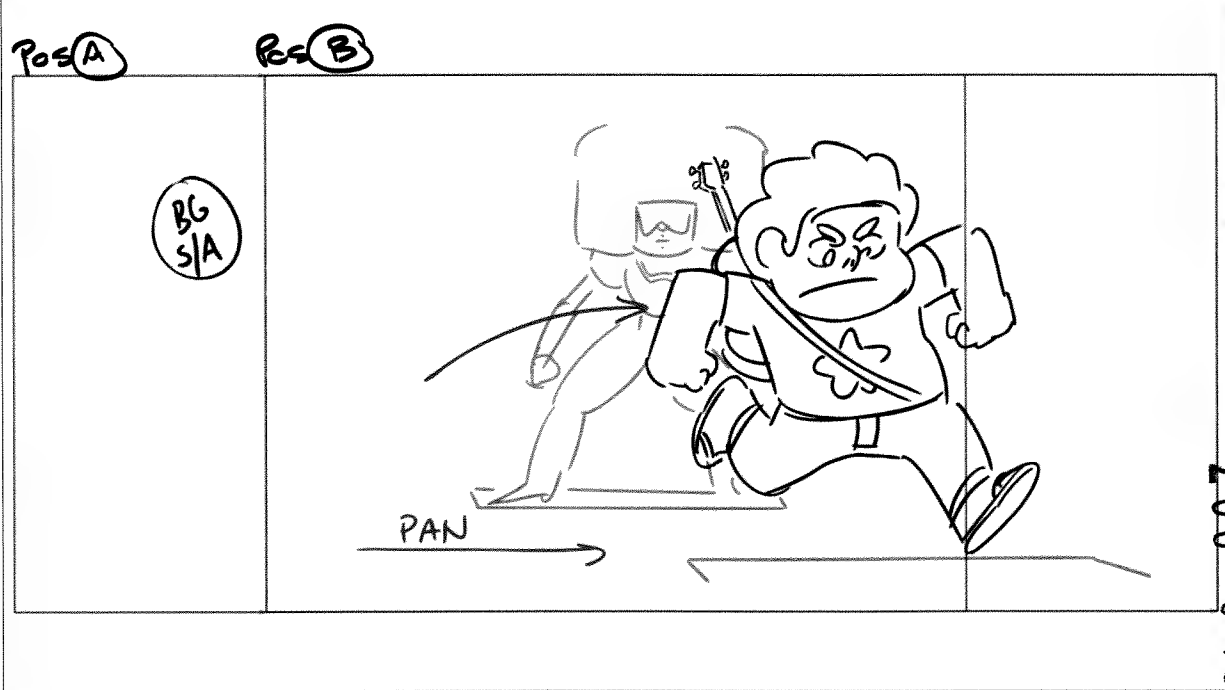
JUN 1 0 2013

Scene 68 Panel 2  
CONT



Dialog  
STEVEN: GO!

Scene 68 Panel 3  
CONT



Action Notes  
Pan

Slugging  
ADJ: 0.08

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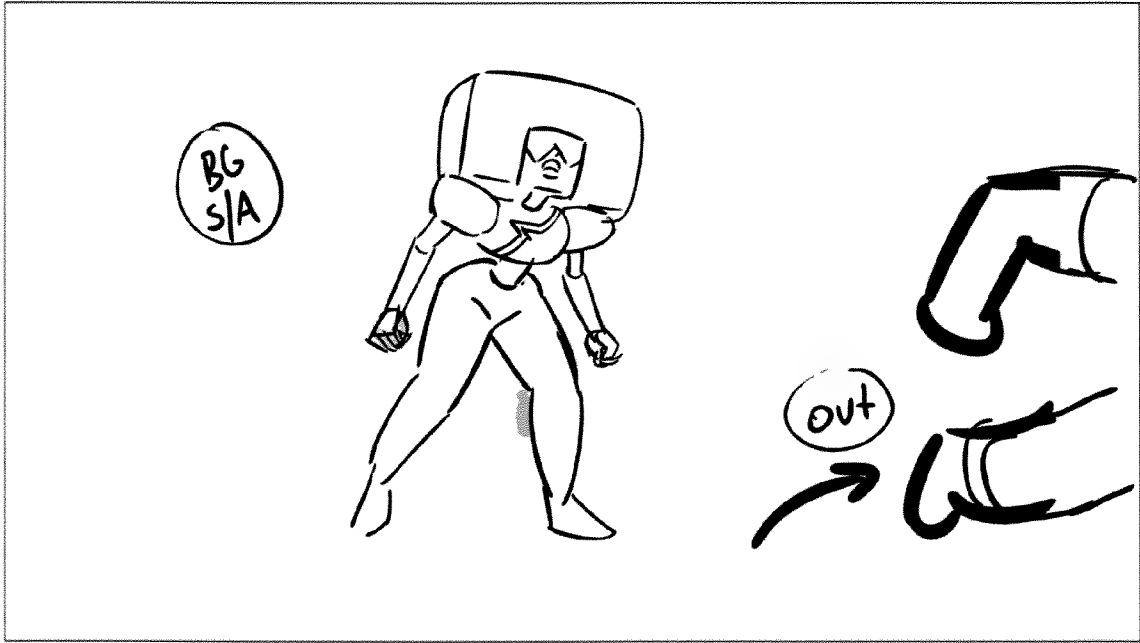
1020.007

1020.007



Scene	Panel
68	4

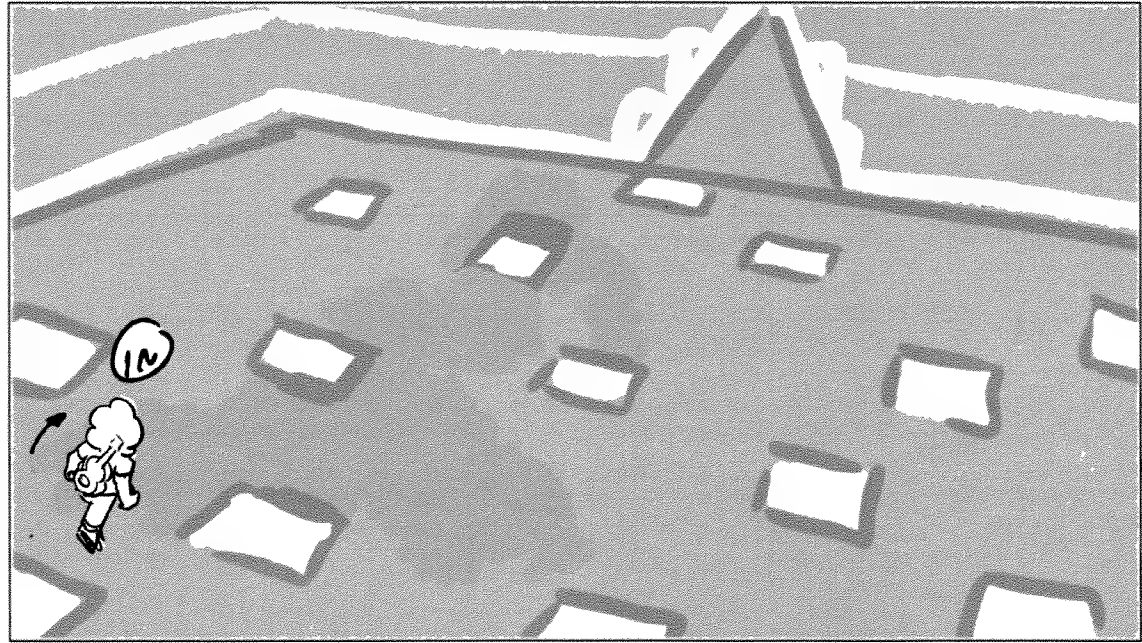
CONT



Action Notes  
Steven out

Slugging  
0.14

Scene	Panel
69	1



Action Notes  
Steven in

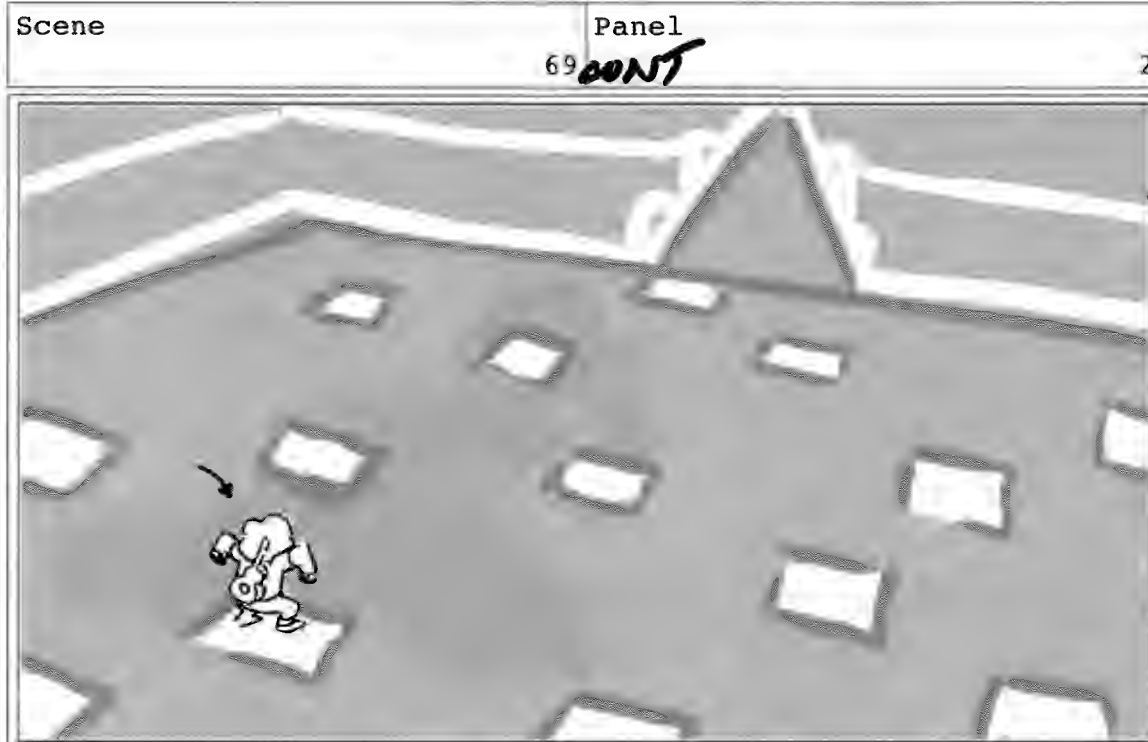
Slugging  
Panels 1 to 9 = 2.06

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Slugging  
0.14

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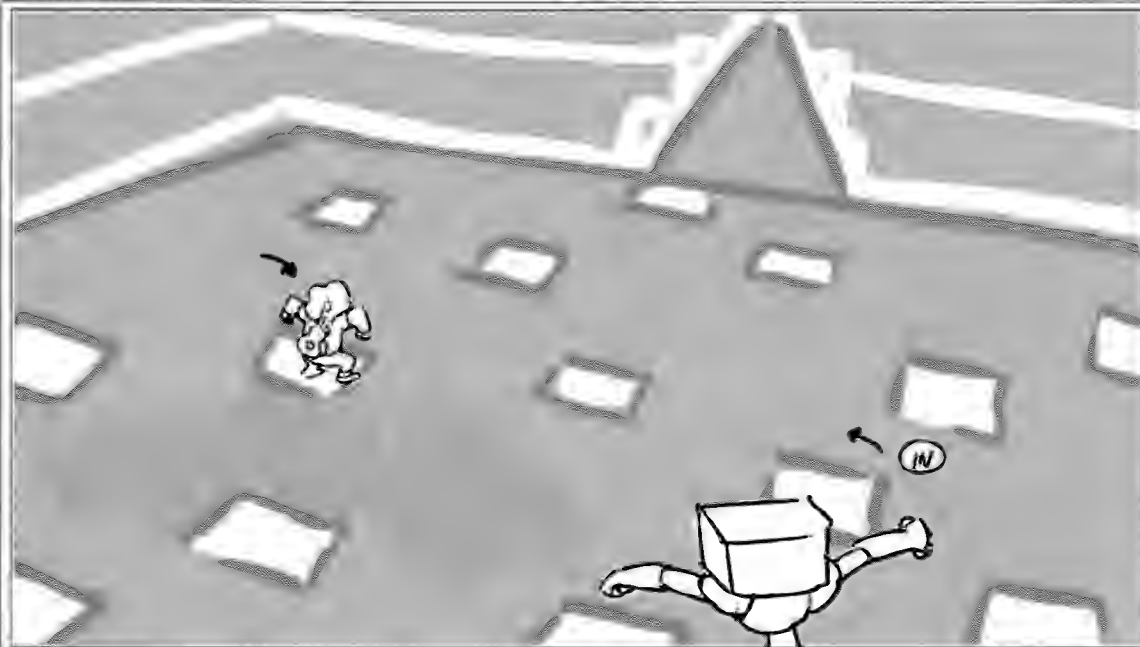
1020-007

1020-007

1020-007

Scene	Panel
69	<i>CONT</i>

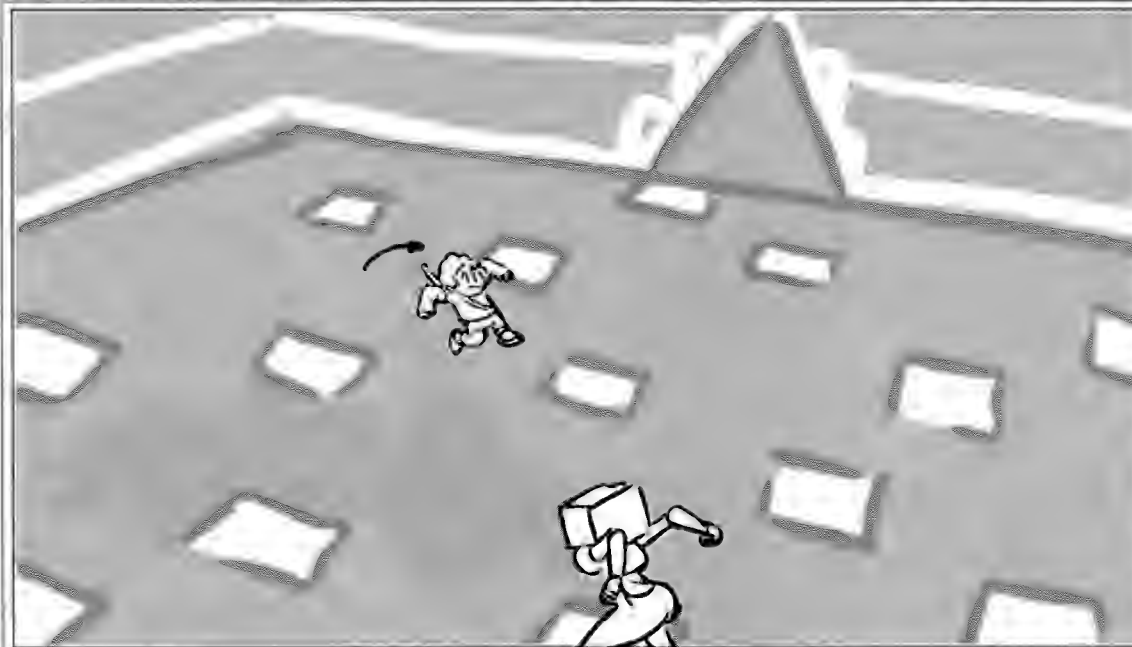
4



Action Notes  
Garnet in

Scene	Panel
69	<i>CONT</i>

5



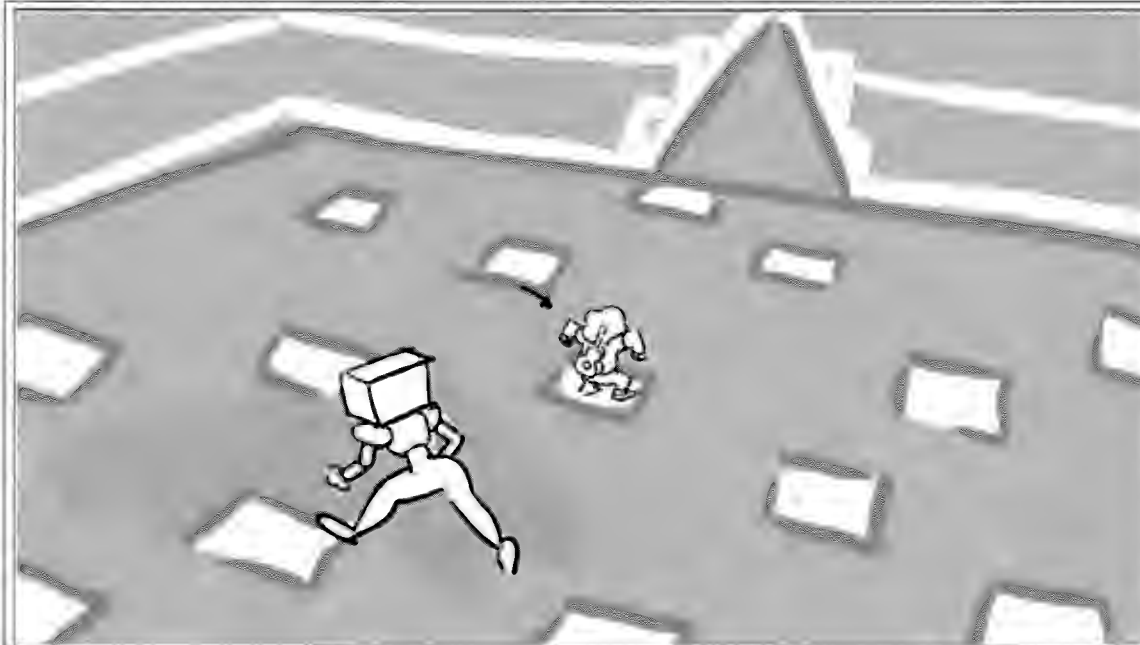
JUN 10 2013

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1020.007

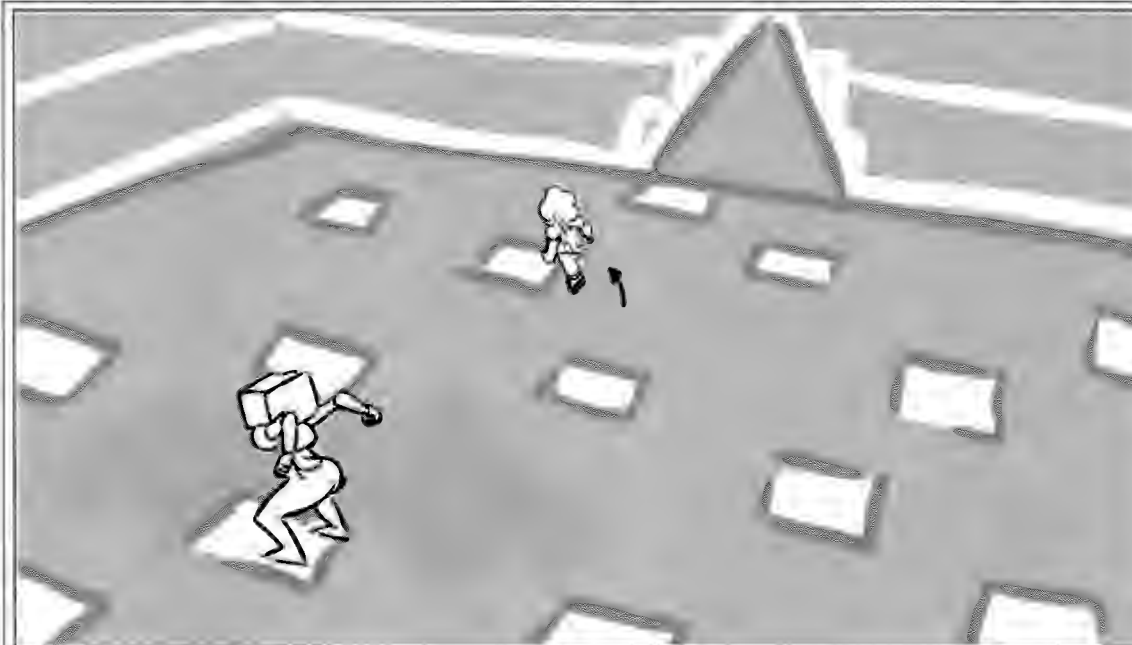
Scene Panel  
69 *cont* 6



## Notes

Steven should leap from this last sqare to HU with next shot.

Scene Panel  
69 *cont* 7



## Notes

Steven should leap from this last sqare to HU with next shot.

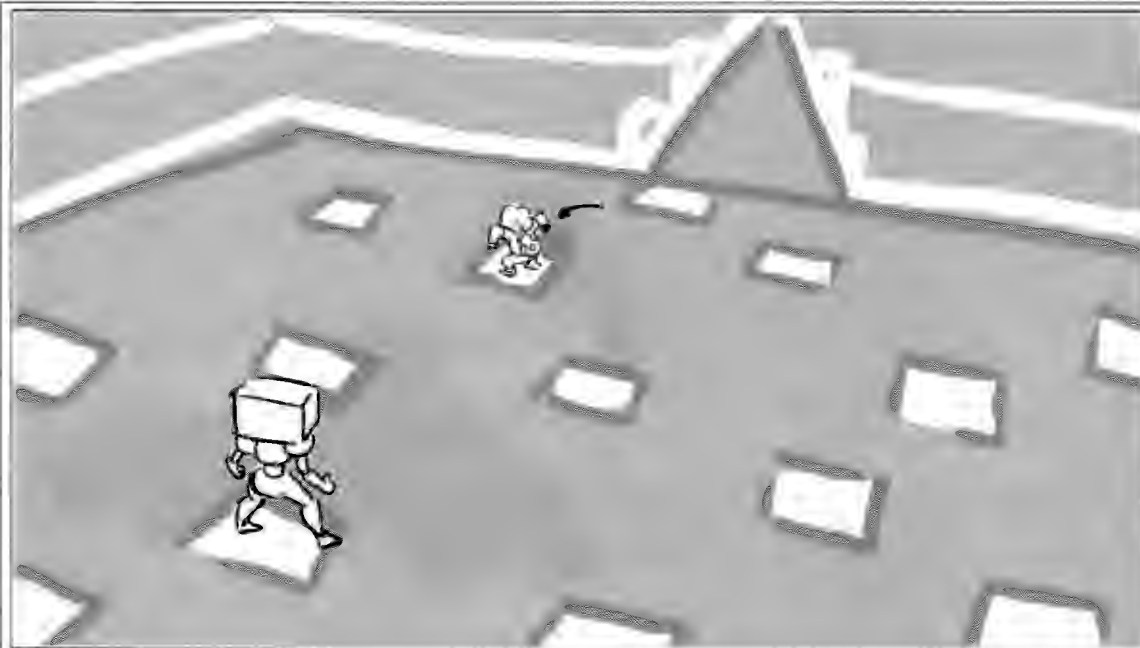
JUN 10 2017

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1020-007

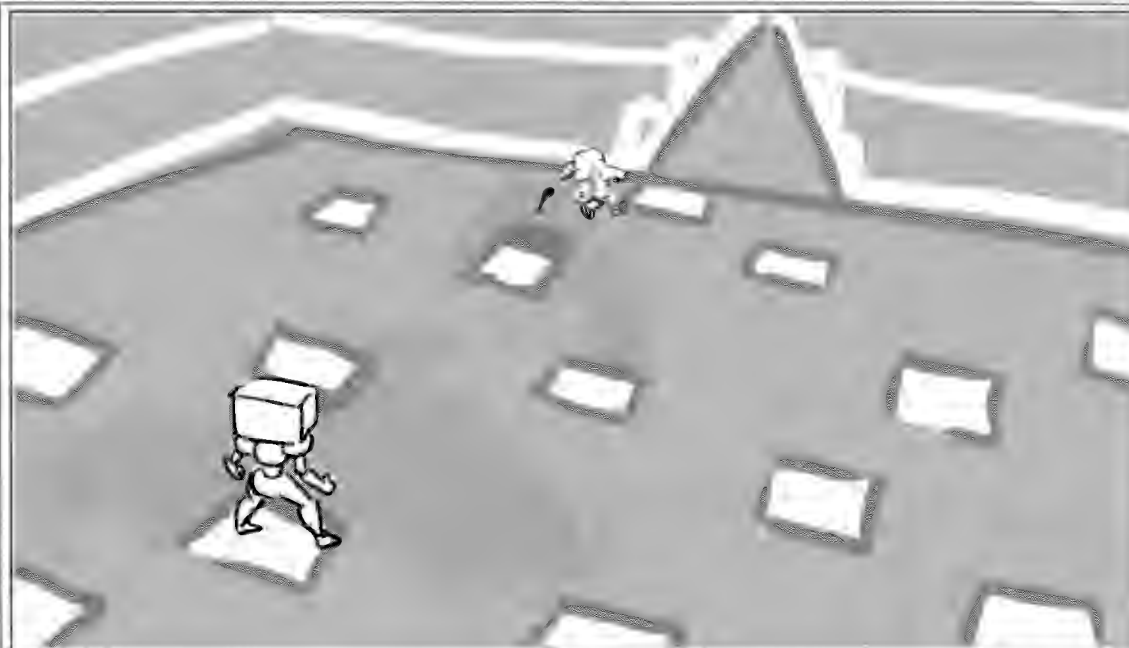
Scene Panel  
69 *cont* 8



Notes

Steven should leap from this last square to HU with next shot.

Scene Panel  
69 *cont* 9



Notes

Steven should leap from this last square to HU with next shot.

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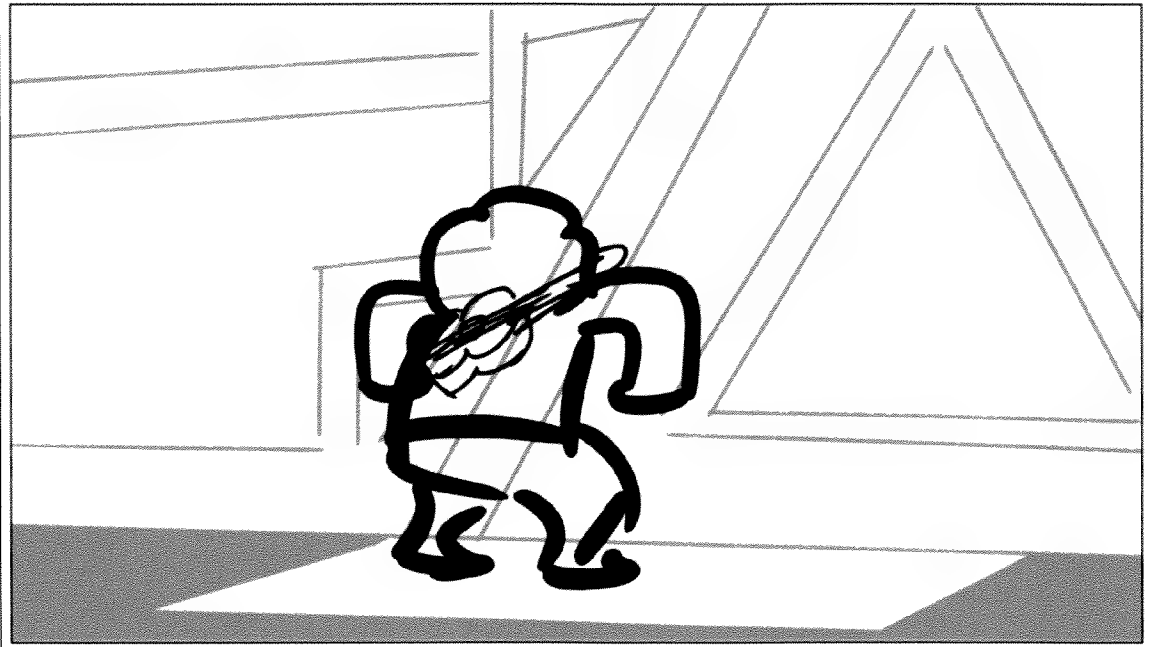
1020-007

Scene	Panel
70	1



Slugging  
0.06

Scene	Panel
70	2



Slugging  
0.13

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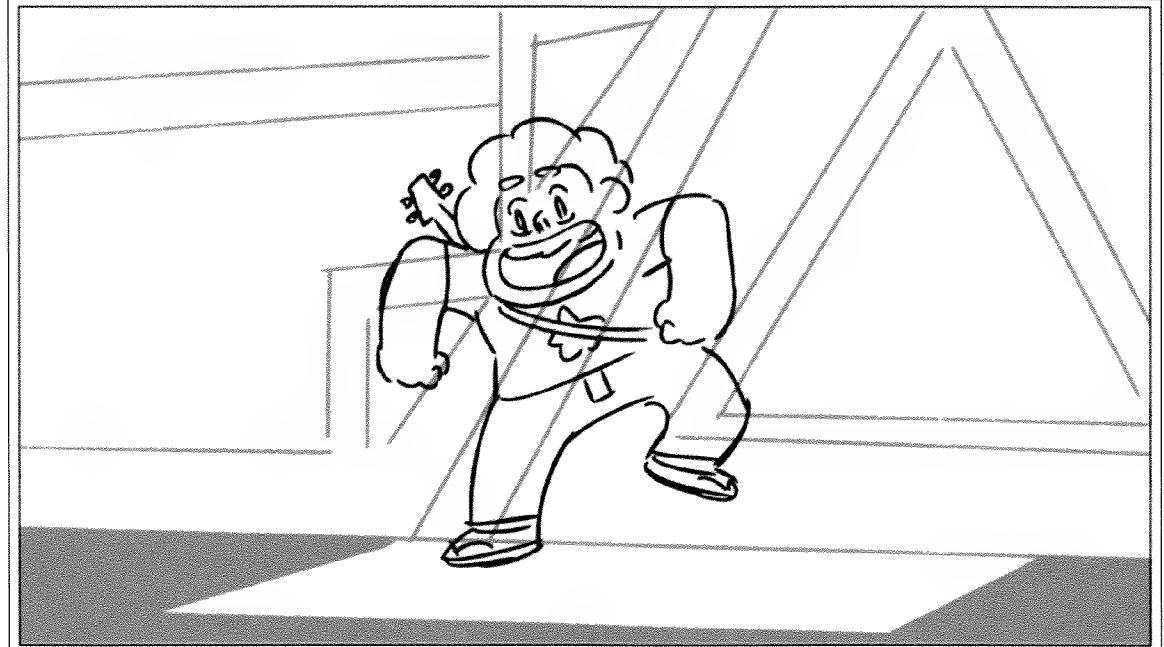
Scene	Panel
70	<i>CONT</i>
	3



Dialog  
STEVEN: OH YEAH!

Slugging  
2.09

Scene	Panel
70	<i>CONT</i>
	4



Dialog  
STEVEN: <CELEBRATION LAUGH AS HE DANCES>

Slugging  
0.05

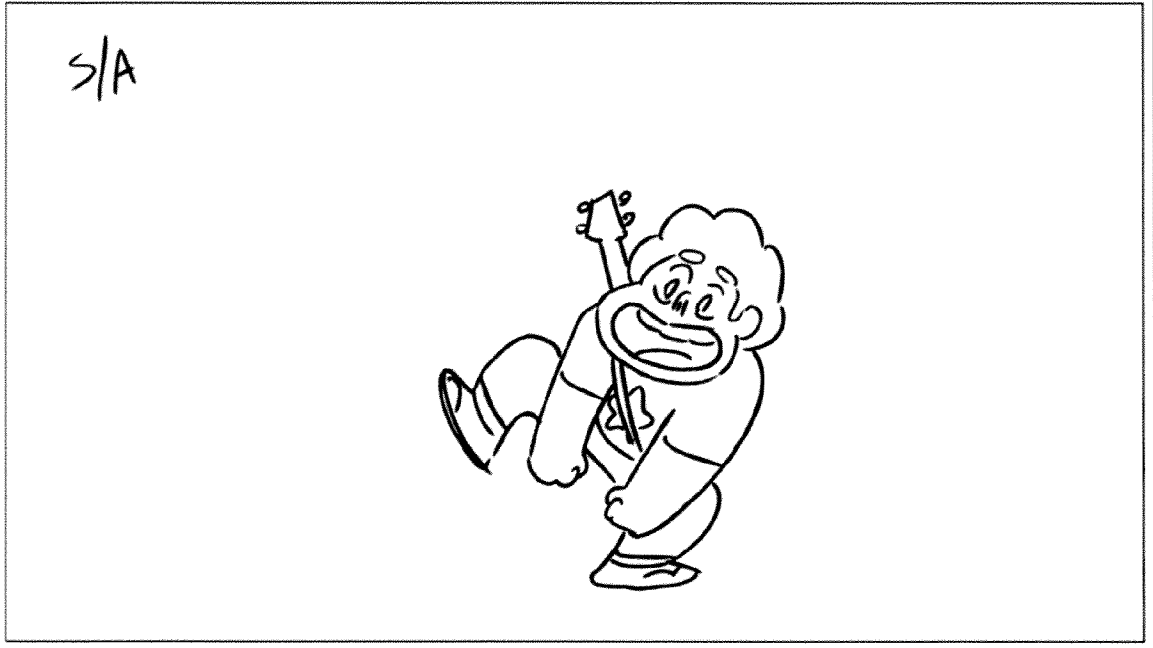
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Scene	Panel
70	<i>cont</i> 5



Slugging  
0.05

Scene	Panel
70	<i>cont</i> 6



Slugging  
0.05

JUN 1 0 2013

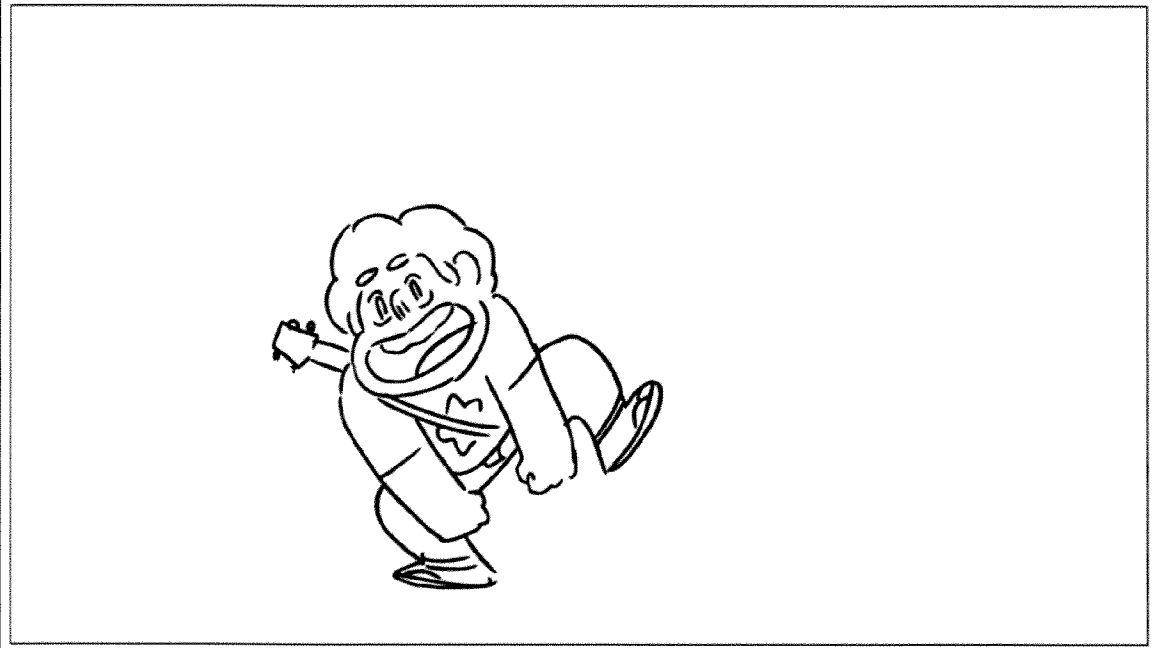
1020.007

1020.007

1020.007

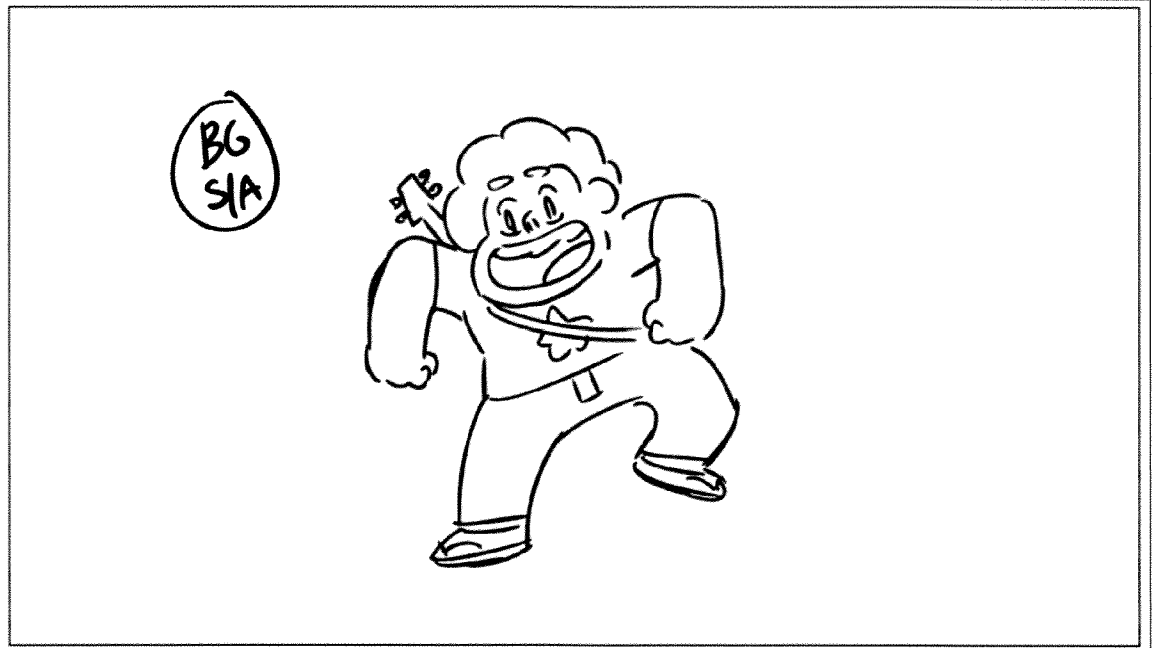


Scene	Panel
70	<i>CONT</i>



Slugging  
0.05

Scene	Panel
70	<i>CONT</i>



Slugging  
0.05

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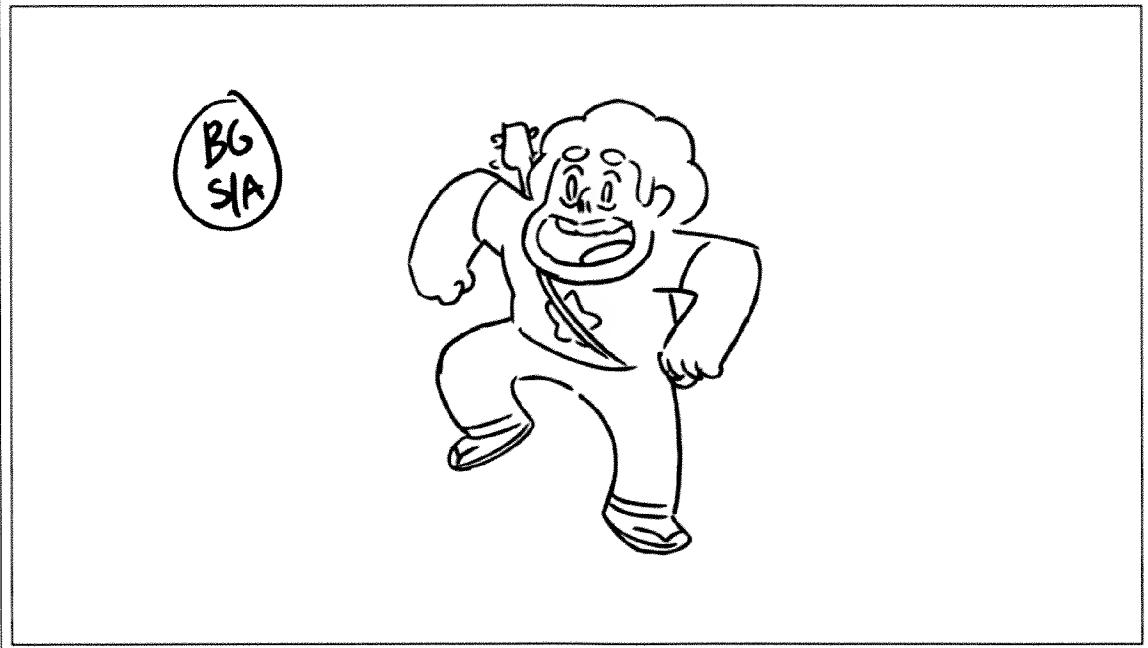
1020.007

Scene	Panel
70	<i>CONT</i> 9



Slugging  
0.05

Scene	Panel
70	<i>CONT</i> 10



Slugging  
0.05

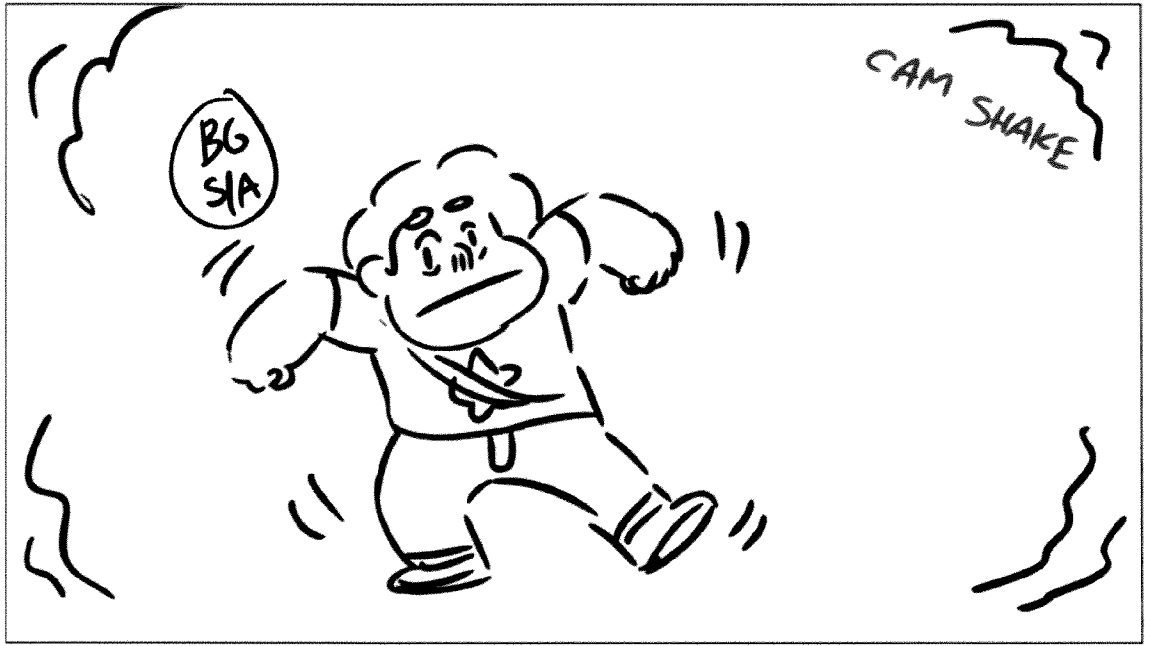
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1020.007

1020.007

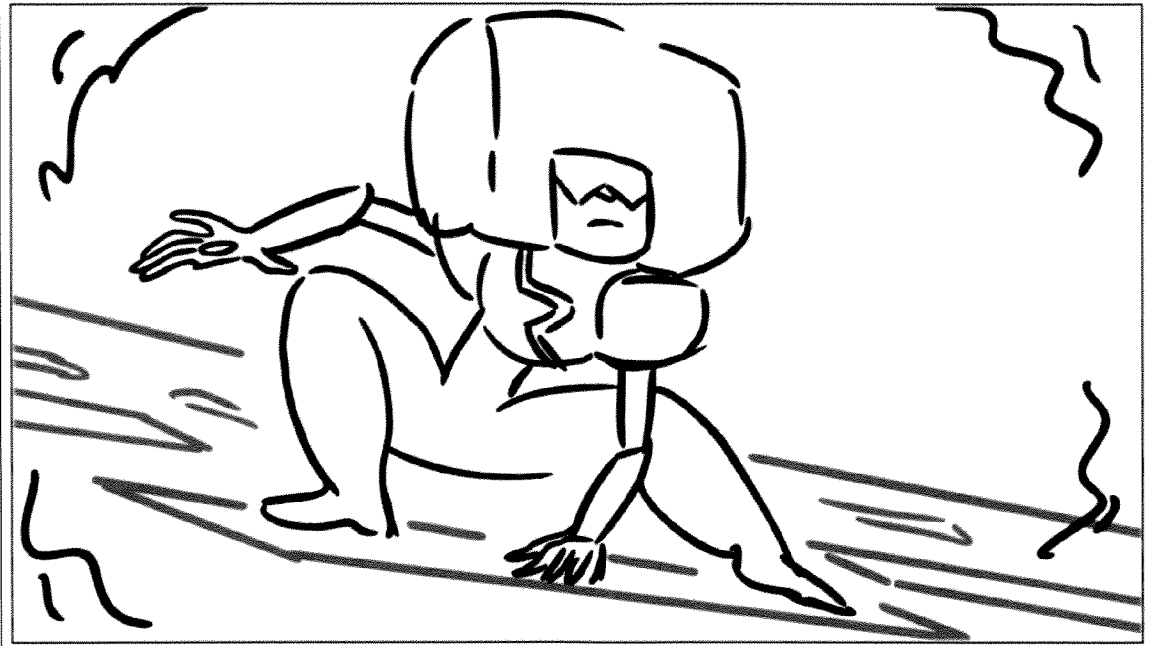
Scene	Panel
70	11



Action Notes  
Camera Shake!

Slugging  
1.02

Scene	Panel
71	1



Action Notes  
Camera Shake!

Slugging  
1.08

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Scene	Panel
72	1



Dialog  
STEVEN: OOOG.

Action Notes  
Camera Shake!

Slugging  
0.12

Scene	Panel
72	2



Dialog  
STEVEN: WHOOOOAAAAAH

Action Notes  
Camera Shake!

Slugging  
1.04

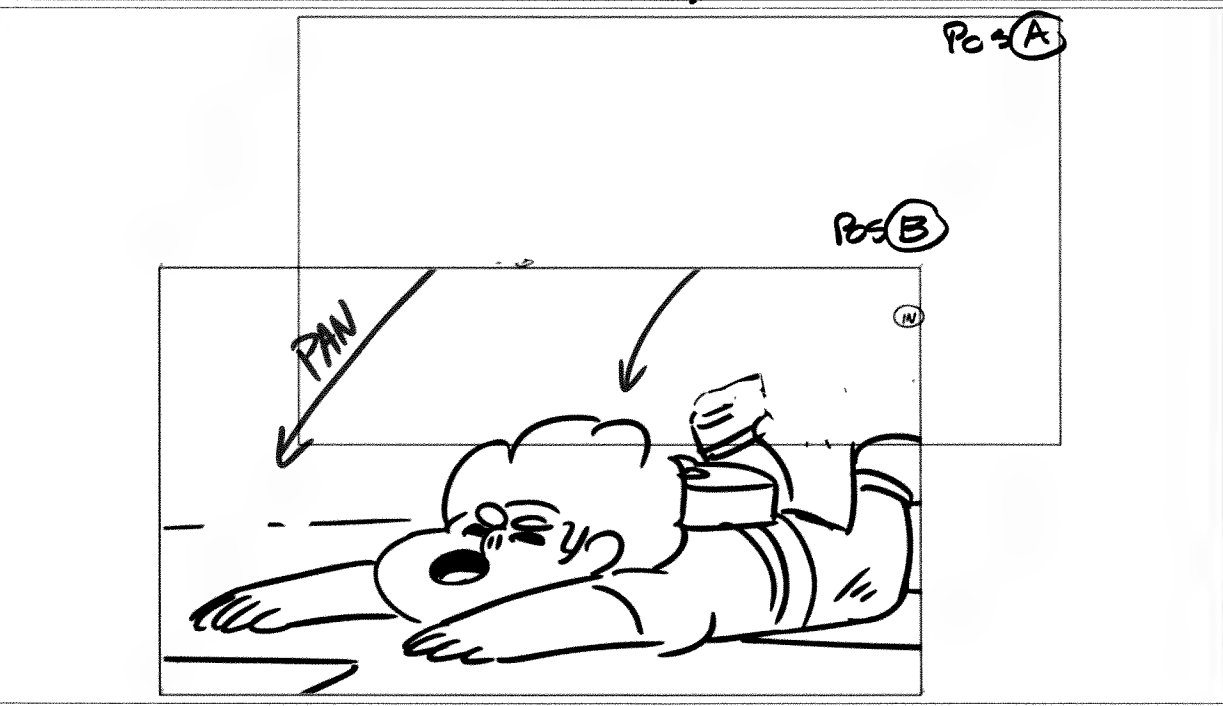
JUN 1 0 2013

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1020-007

1020-007

Scene 72 *cont* Panel 3



Dialog  
STEVEN: OOOOFF!

Action Notes  
Pan

Slugging  
ADJ: 0.04  
Then HOLD: 1.01

Scene 72 *cont* Panel 4



Slugging  
1.00

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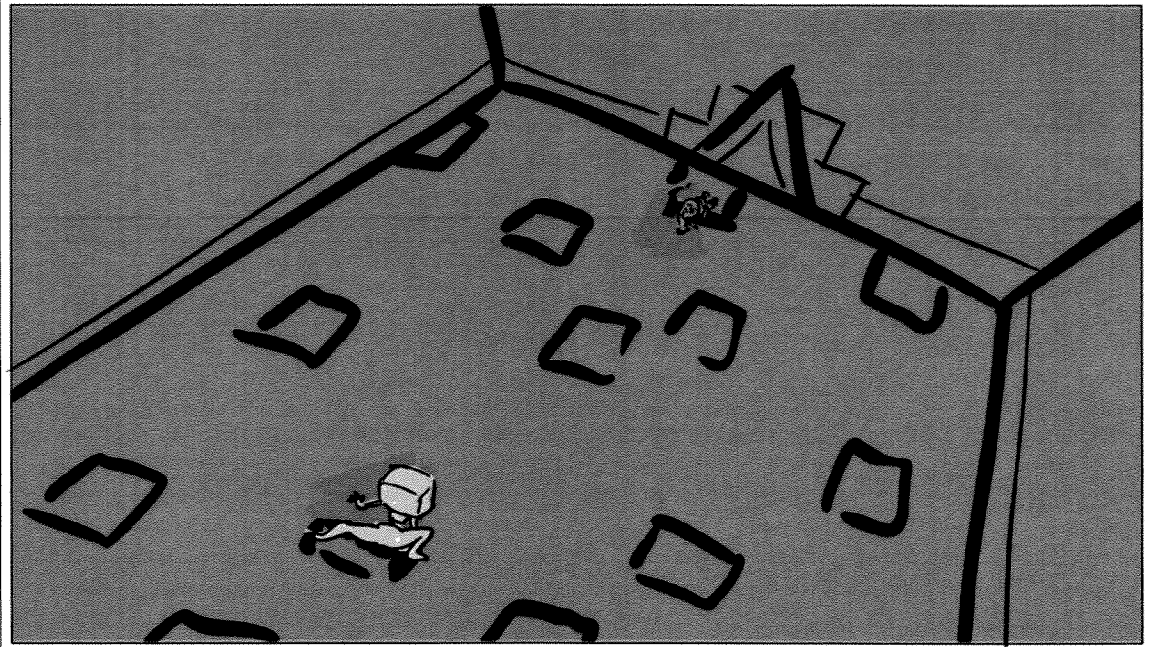
1020-007

Scene	Panel
72	cont
5	



Slugging  
1.06

Scene	Panel
73	1



Slugging  
2.02

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Scene 74 Panel 1



Slugging  
1.04

Scene 74 Panel 2



Action Notes  
Pan

Slugging  
HOLD: 0.04  
Then ADJ: 0.08  
Then HOLD: 1.04

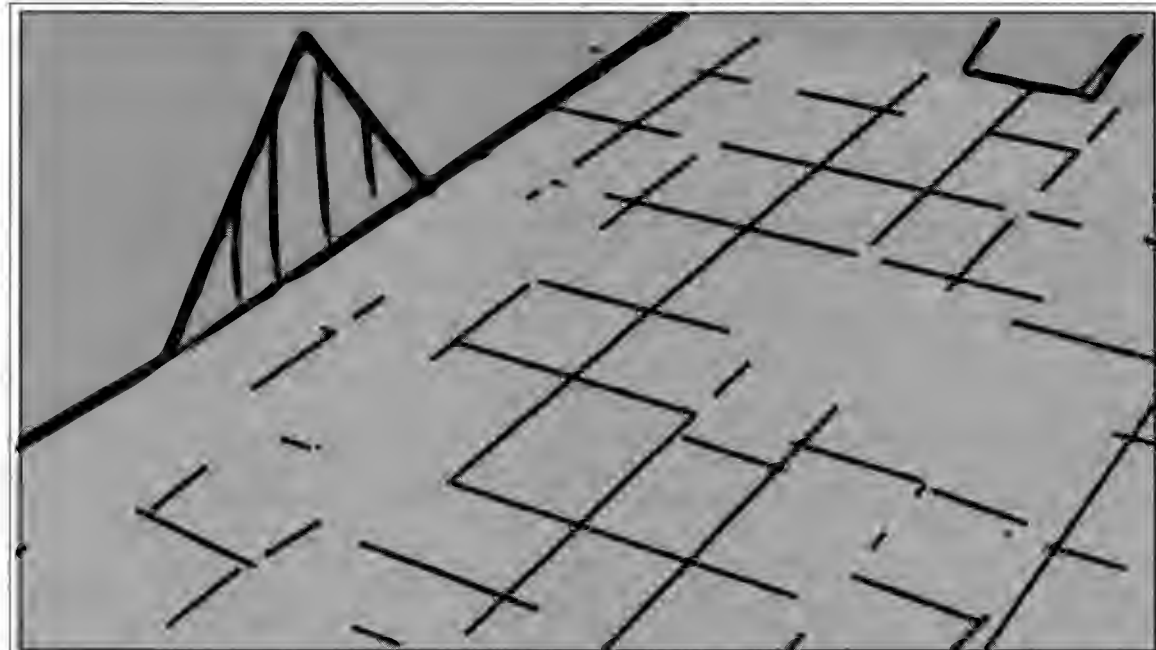
JUN 10 2013

1020.007

1020.007

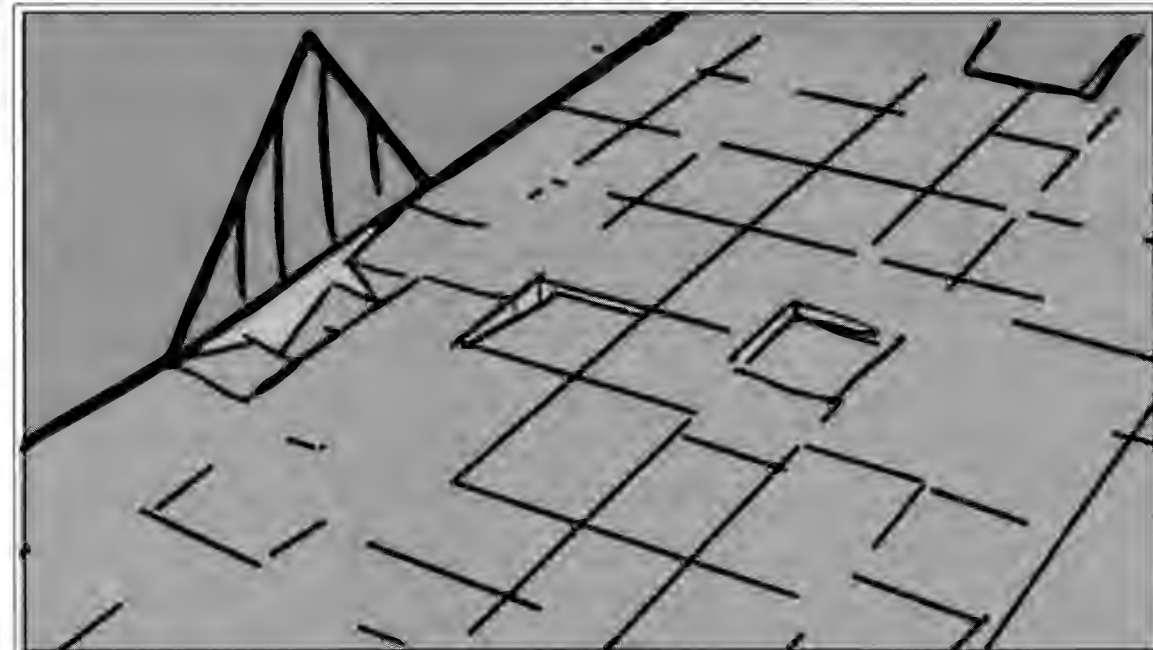
1020.007

Scene 75 Panel 1



Slugging  
Panels 1 to 3 = 1.03

Scene 75 *cont* Panel 2



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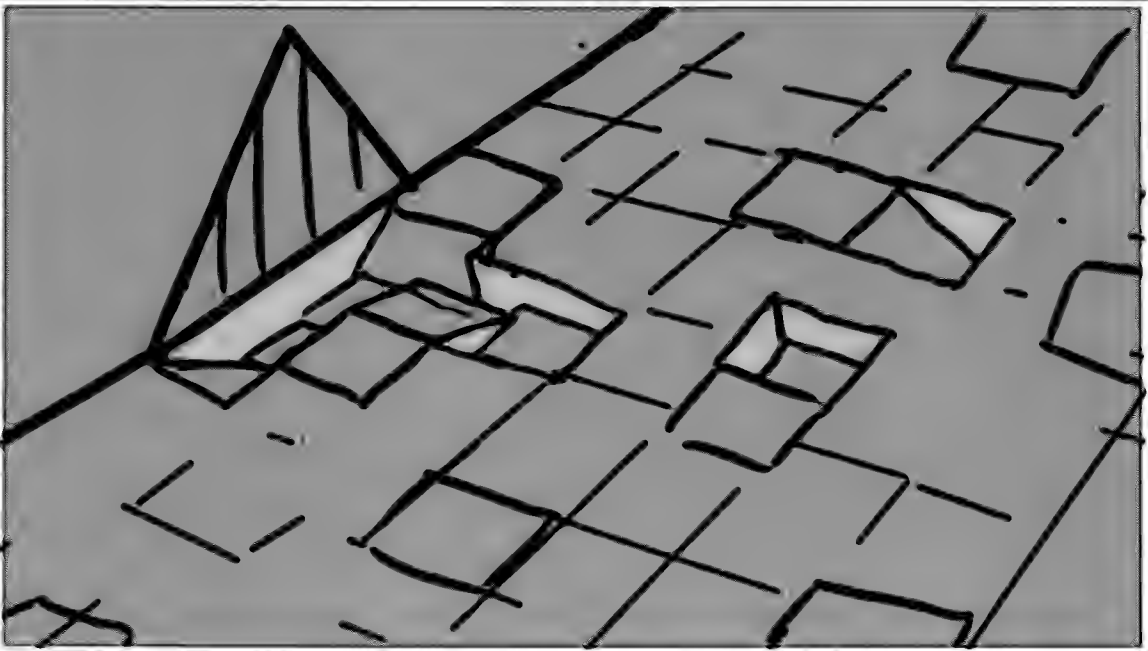
1020-007

1020-007

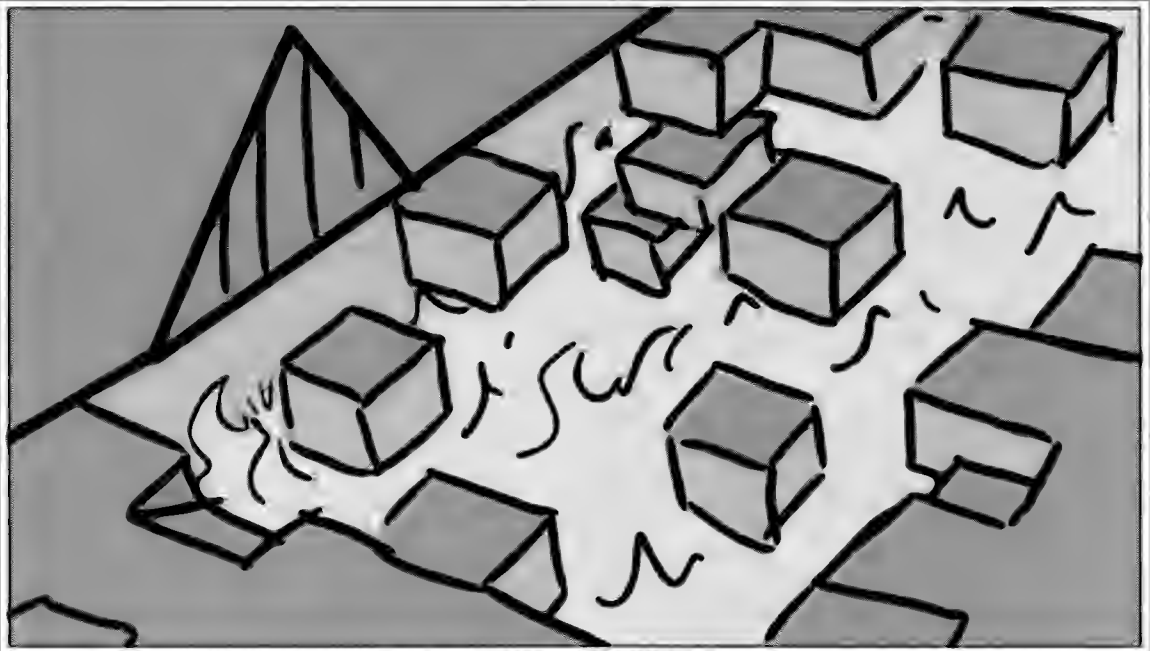
1020-007



Scene Panel  
75 *CONT* 3



Scene Panel  
75 *CONT* 4



Slugging  
1.07

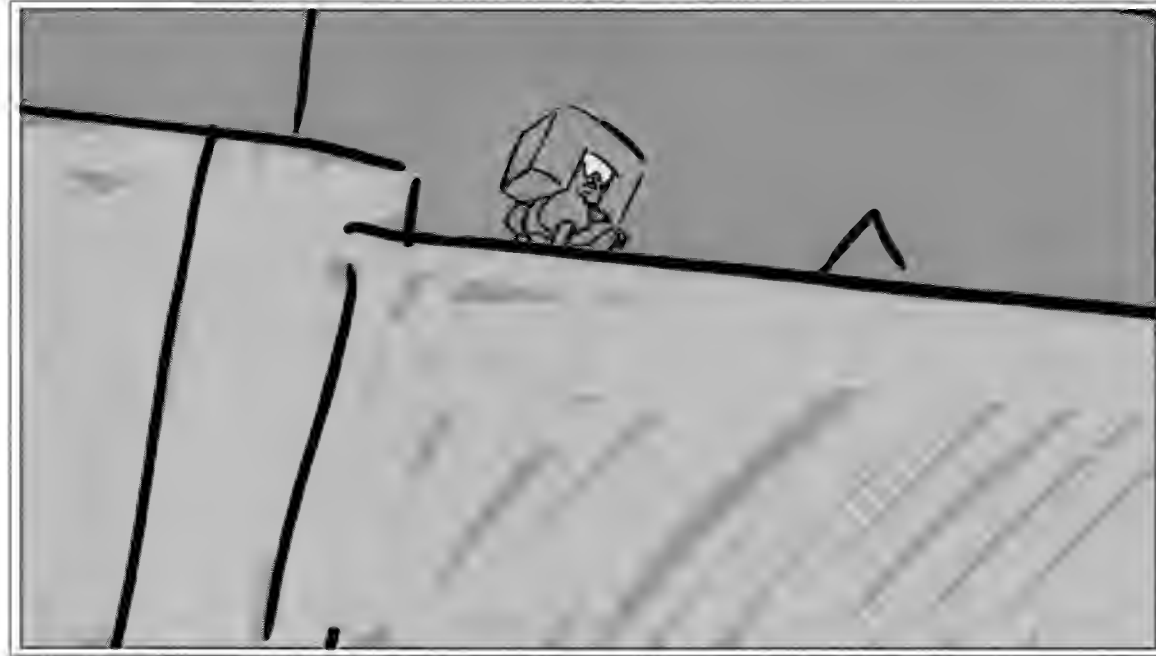
JUN 10 2013

1020-007

1020-007

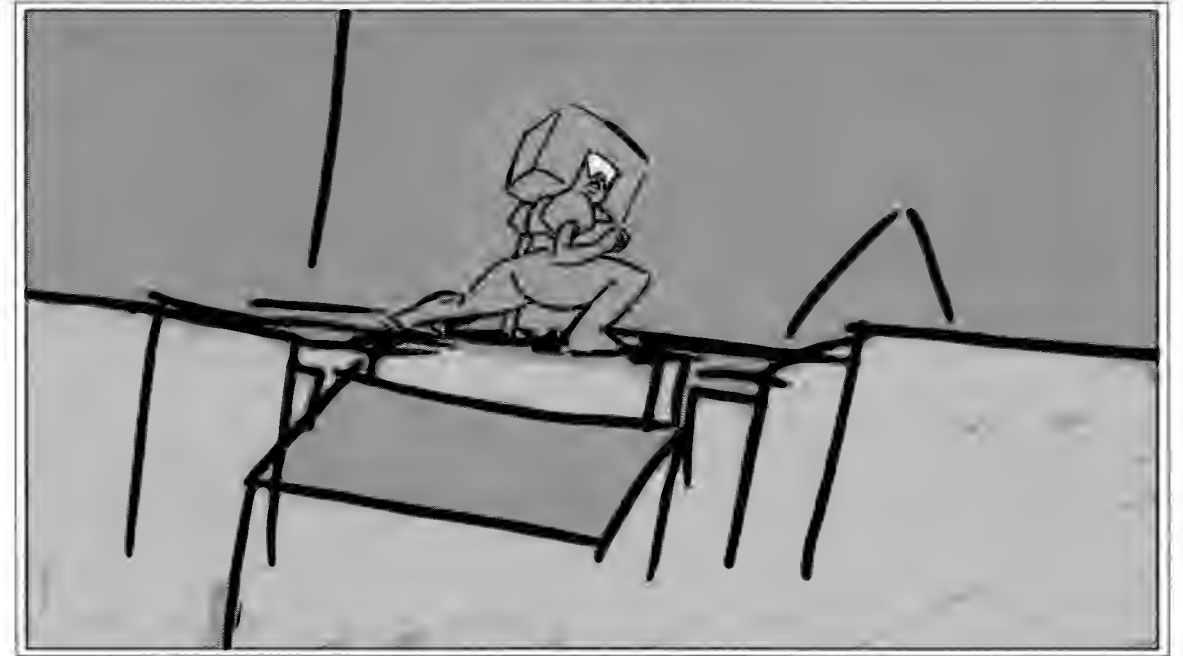
1020-007

Scene	Panel
76	1



Slugging  
0.09

Scene	Panel
76	2



Slugging  
0.11

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Scene	Panel
76	<i>cont</i>

3



Slugging  
1.01

Scene	Panel
76_A	1

1



Slugging  
Panels 1 + 2 = 0.09

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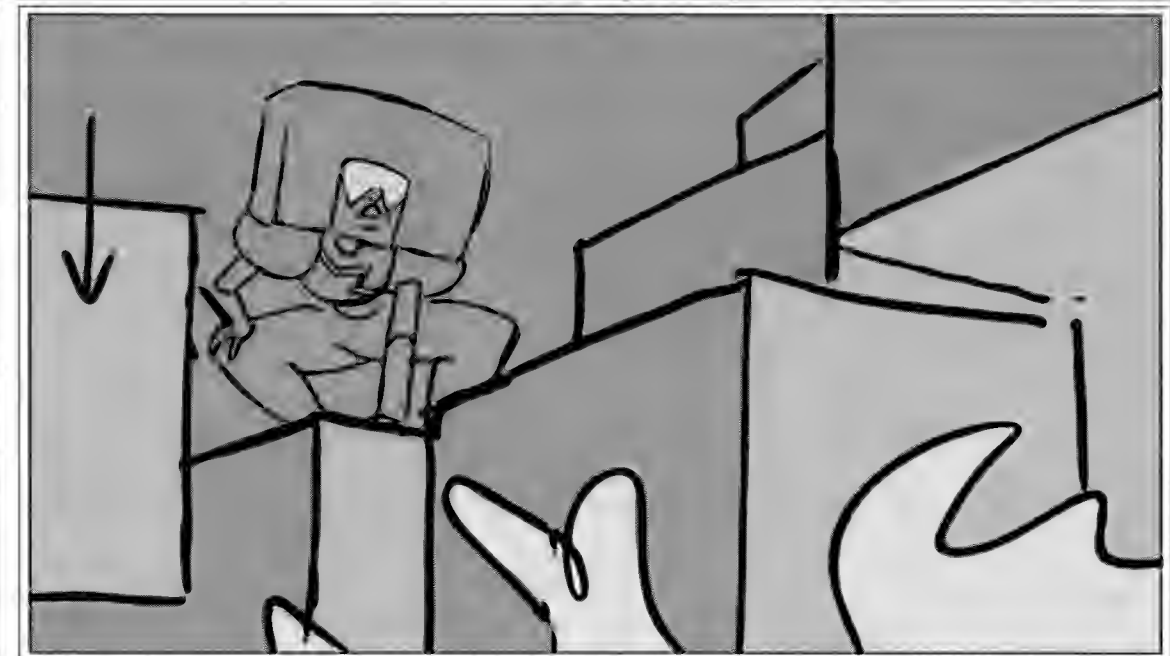
1020-007

1020-007

Scene	Panel
76_A	CONT
2	



Scene	Panel
76_A	CONT
3	



Slugging  
0.10

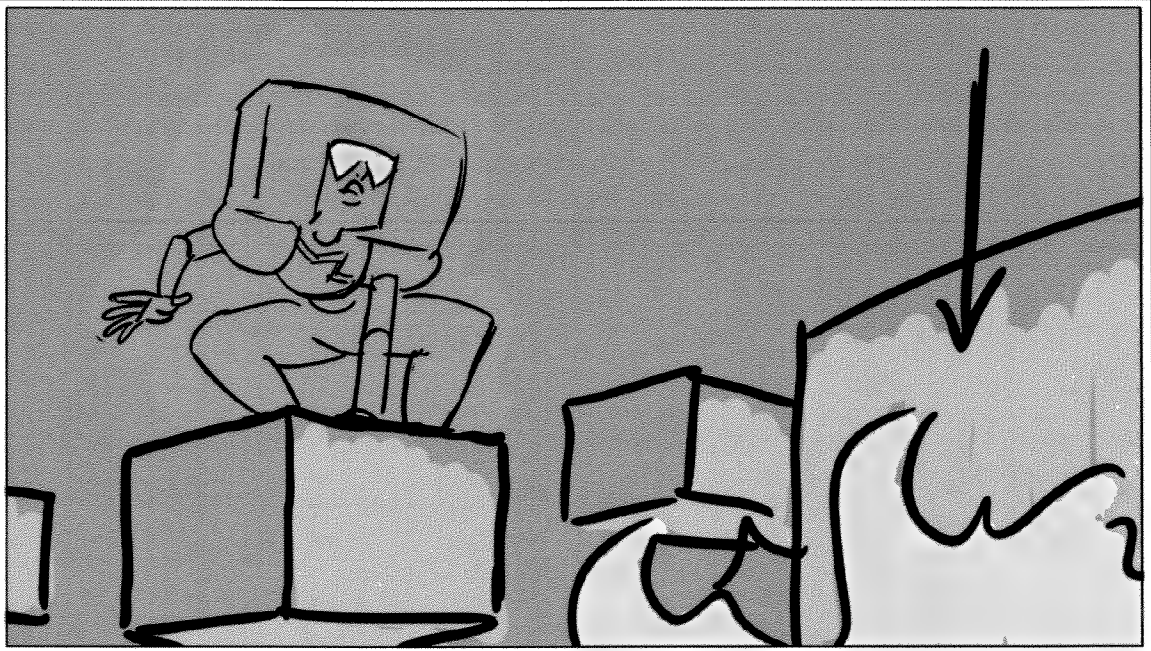
JUN 10 2013

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1020-007

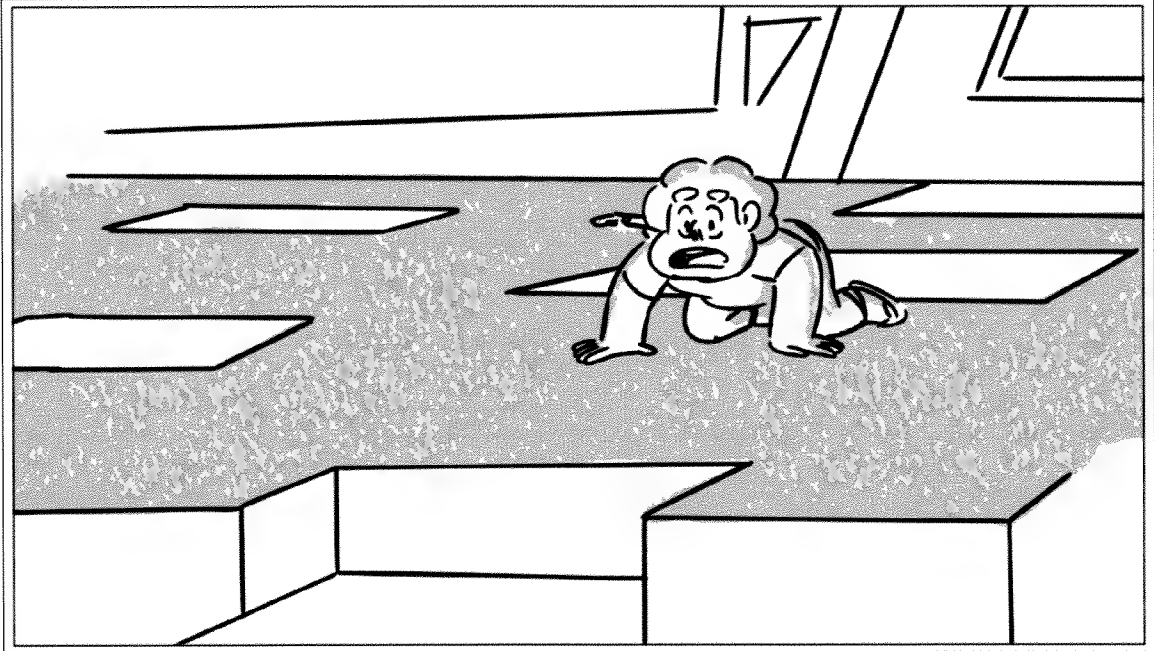
1020-007

Scene	Panel
76_A	4



Slugging  
1.04

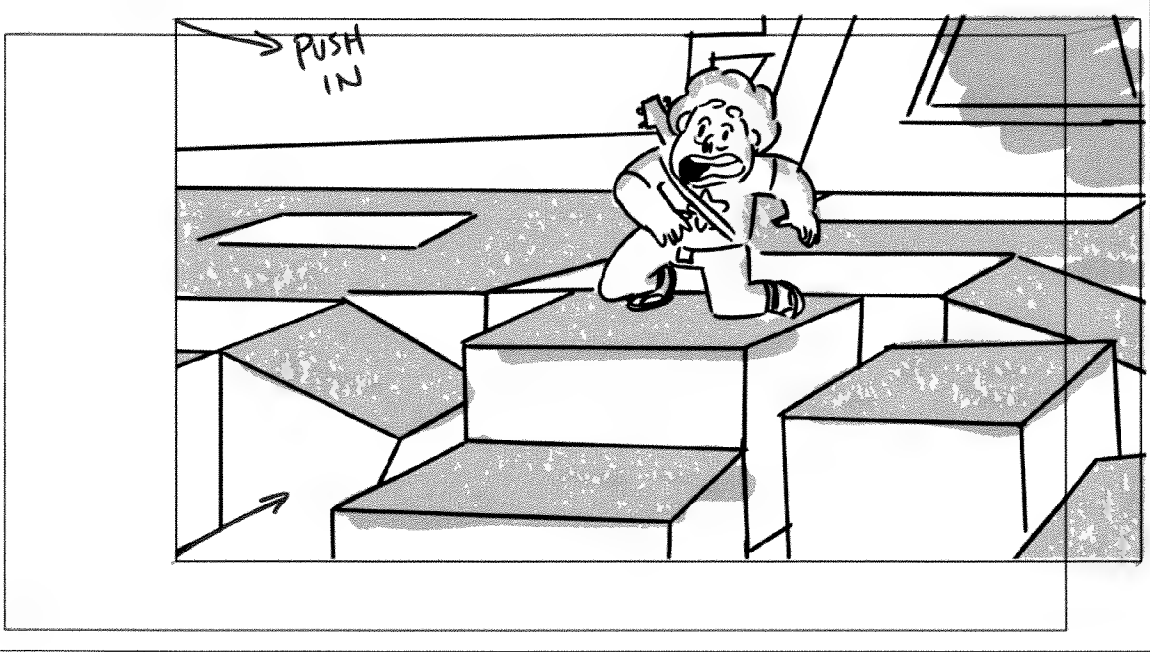
Scene	Panel
77	1



Slugging  
1.11

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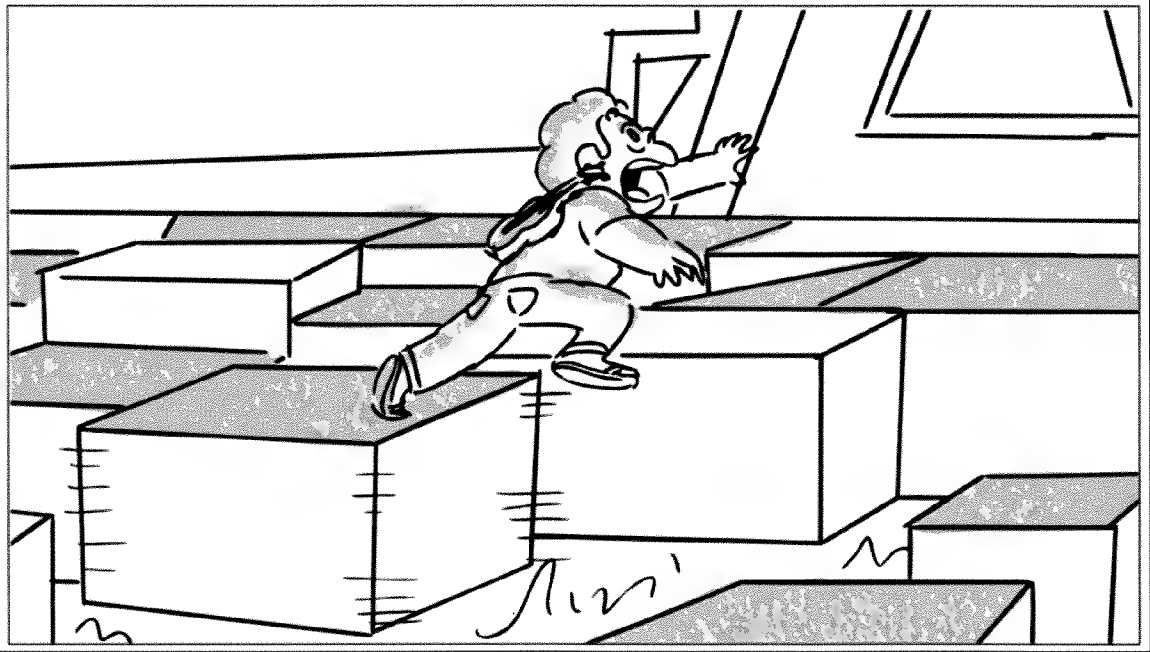
Scene 77 Panel 2



Dialog  
STEVEN: <SCREAMING>

Slugging  
0.11  
Quick ADJ then HOLD.

Scene 77 Panel 3



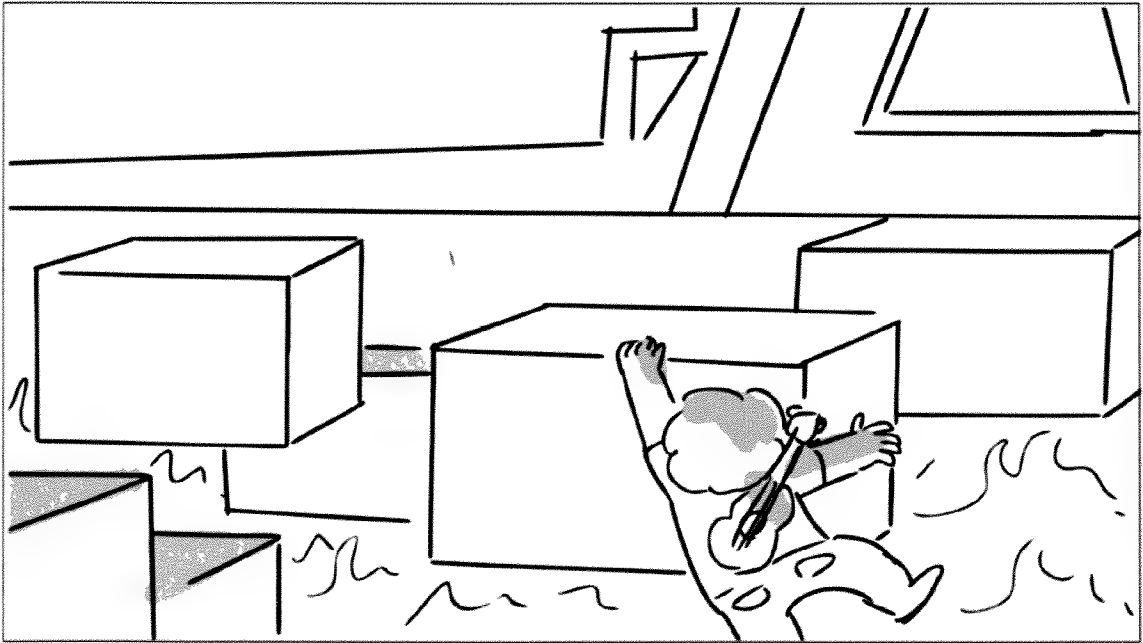
Dialog  
STEVEN: <SCREAMING>


Slugging  
0.12  
JUN 10 2013

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1020.007



Scene	Panel
77	4
<i>cont</i>	
	
Dialog	
STEVEN: <STRUGGLING NOISES>	
Slugging	
0.12	

Scene	Panel
78	1
	
Dialog	
STEVEN: <STRUGGLING NOISES>	
Slugging	
0.09	

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Scene	Panel
78	2



Dialog  
STEVEN: <STRUGGLING NOISES>

Slugging  
2.01

Scene	Panel
79	1



Dialog  
GARNET: STEVEN!

Slugging  
1.08

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1020.007



Scene	Panel
80	1



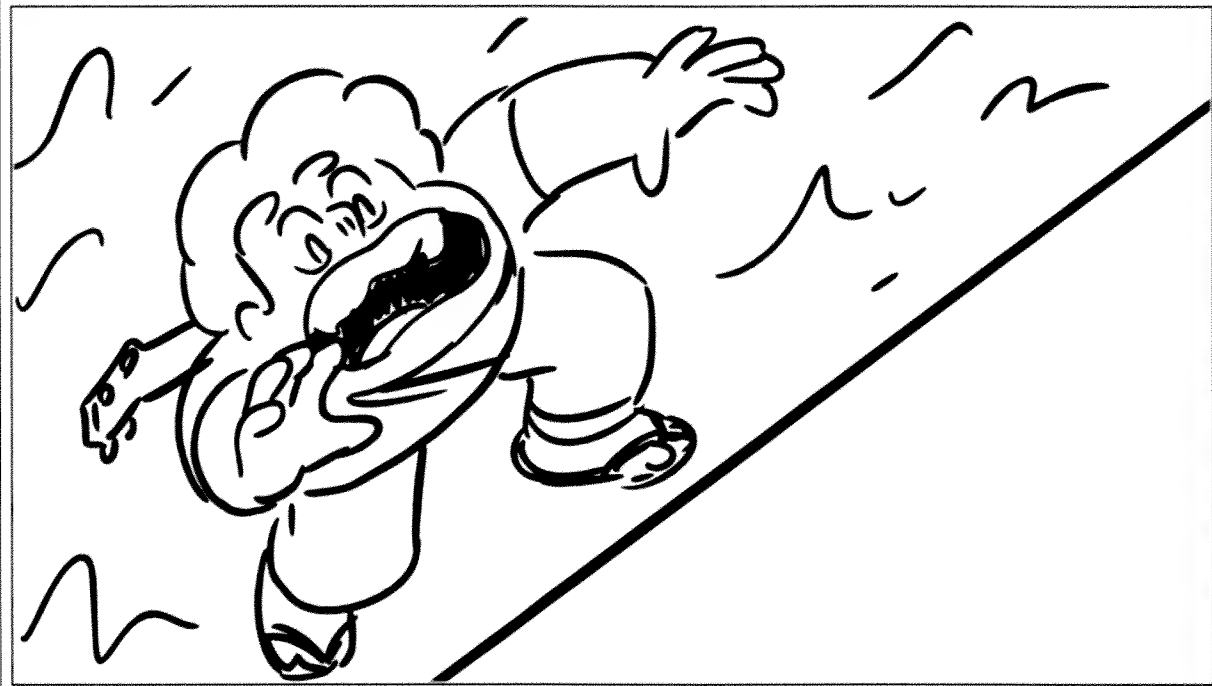
Dialog

STEVEN: <STRUGGLING NOISES>

Slugging

3.03

Scene	Panel
80	2



Dialog

STEVEN: <SCREAMING>

Slugging

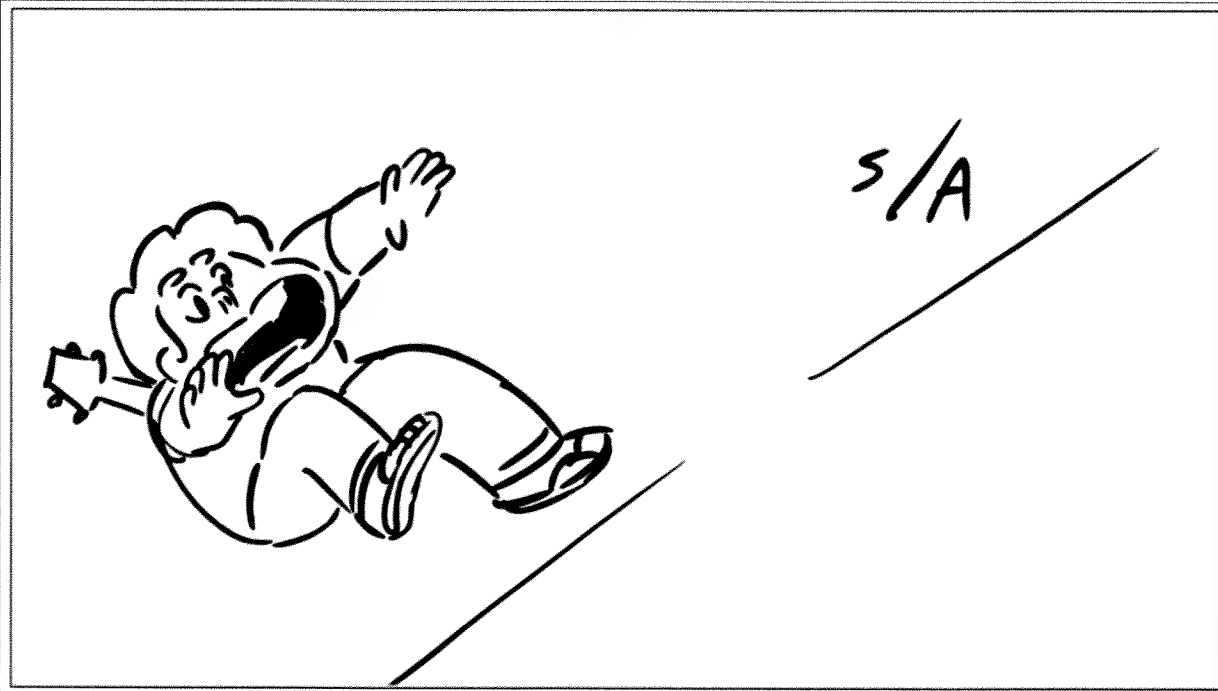
0.12

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1020-007

Scene	Panel
80	CONT 3



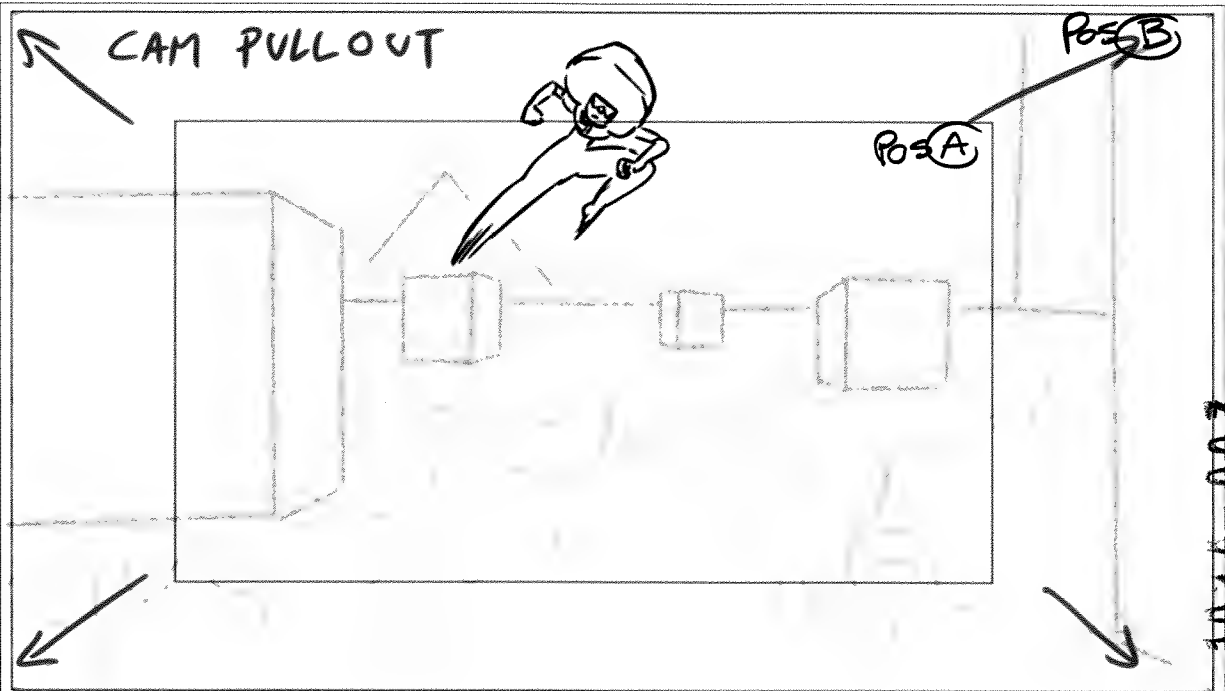
Dialog

STEVEN: <SCREAMING>

Slugging

1.08

Scene	Panel
81	1



Action Notes

Pullout

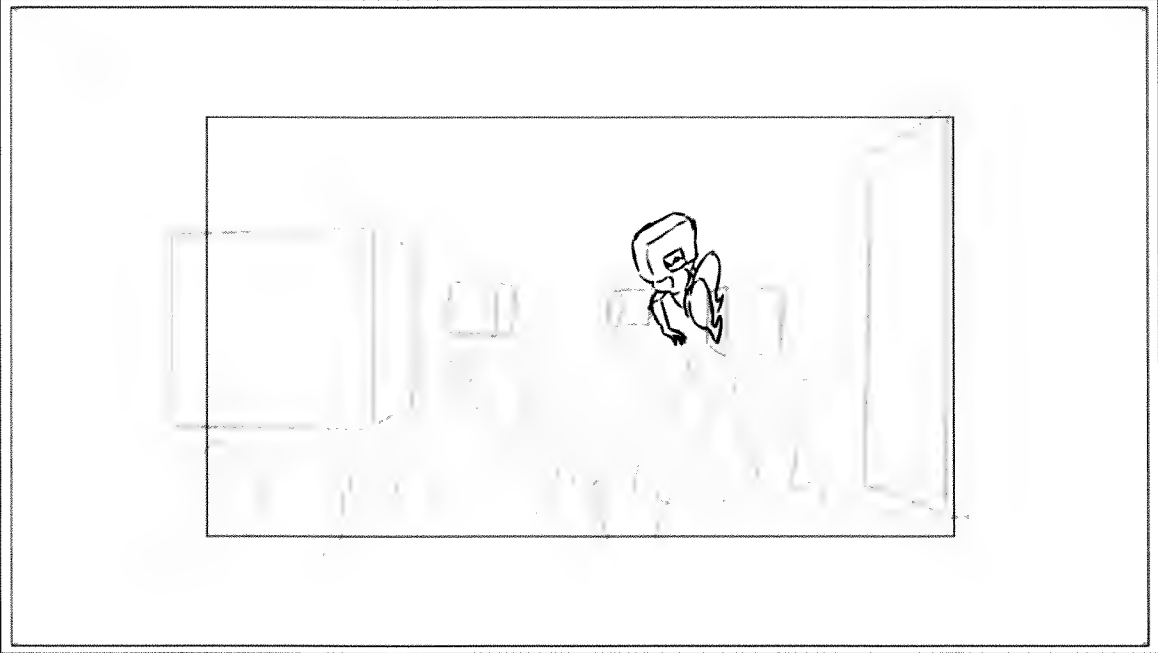
Slugging

ADJ: 0.07

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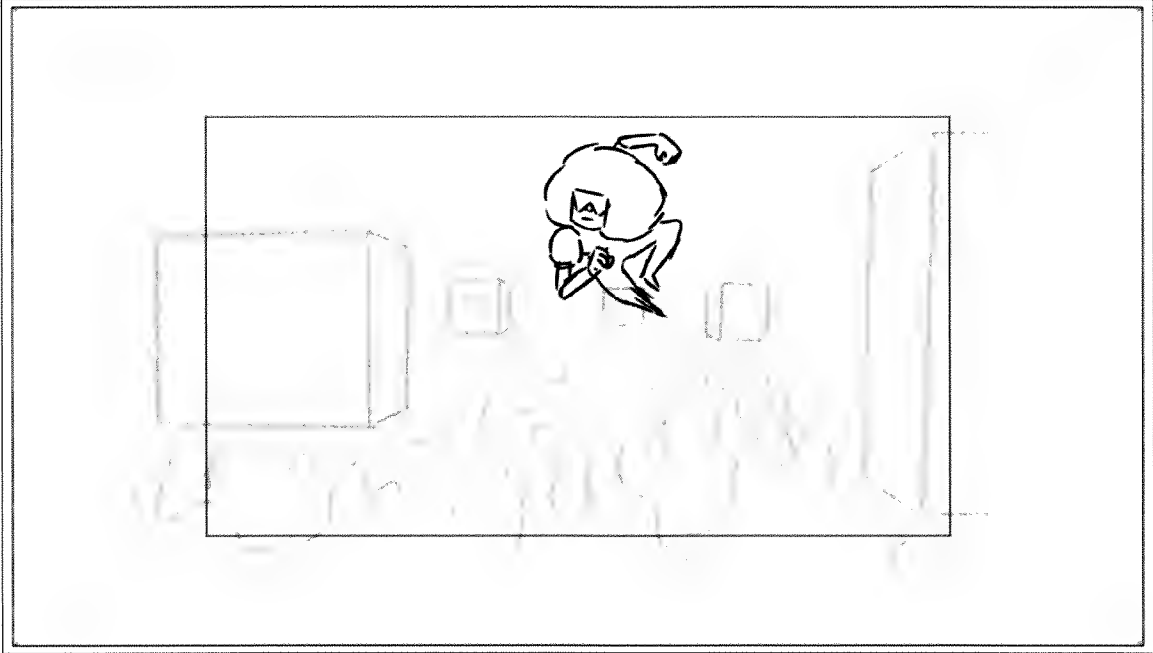
1020-007

Scene	Panel
81	CONT 2



Slugging  
ADJ: 0.04

Scene	Panel
81	CONT 3



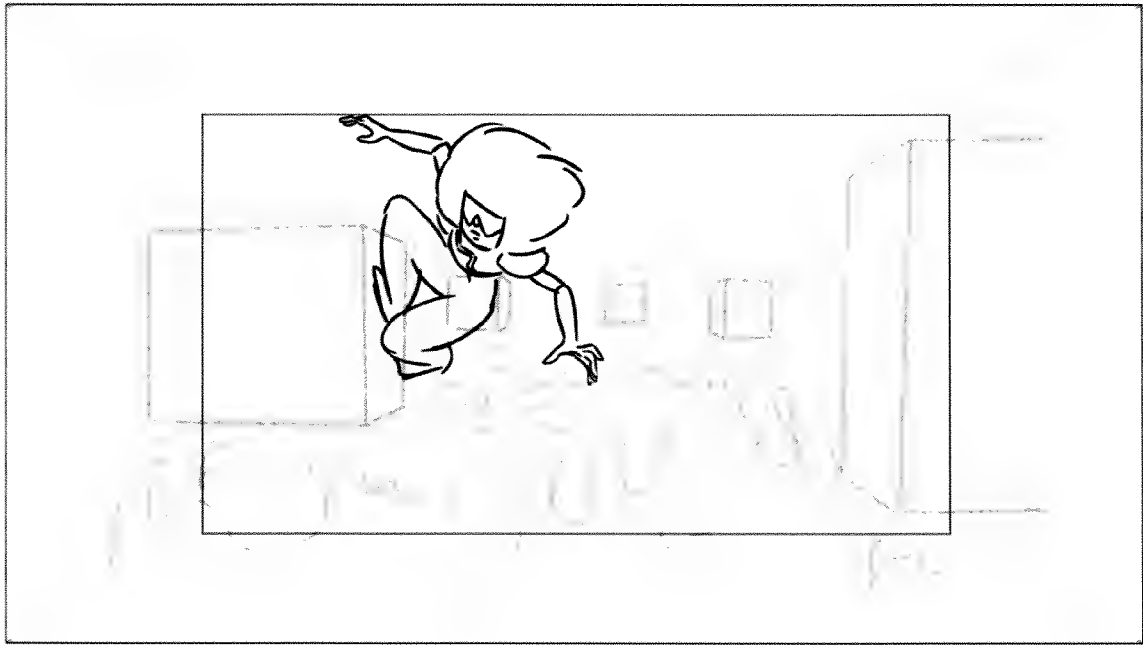
Slugging  
ADJ: 0.04

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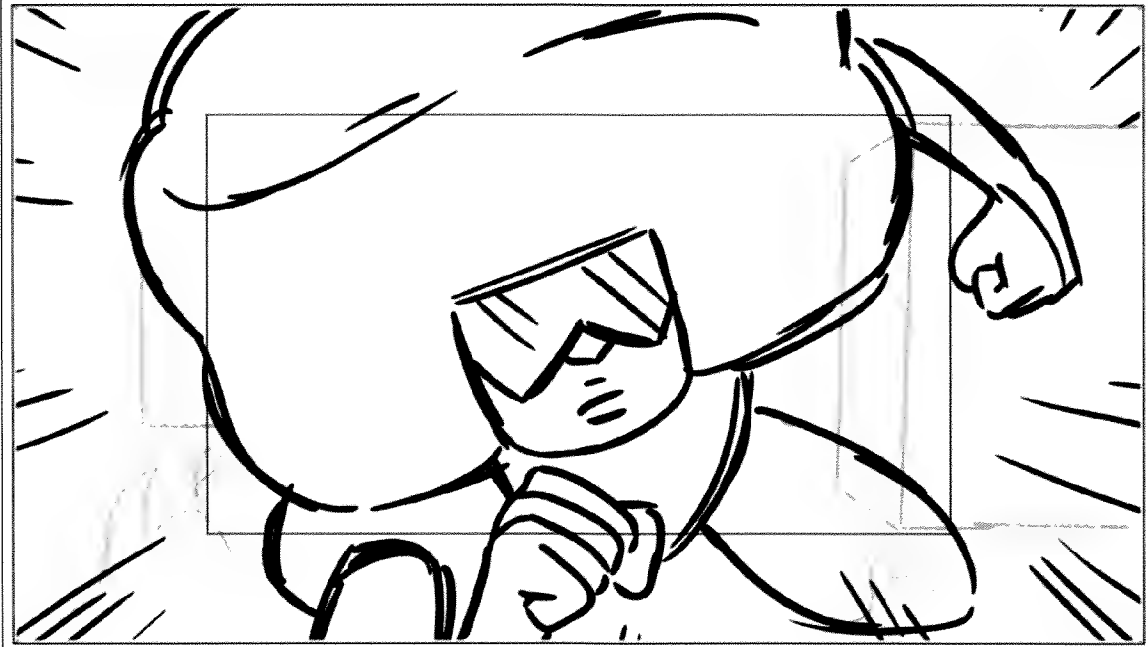
1020-007

Scene 81 *cont* Panel 4



Slugging  
ADJ 0.06

Scene 81 *cont* Panel 5

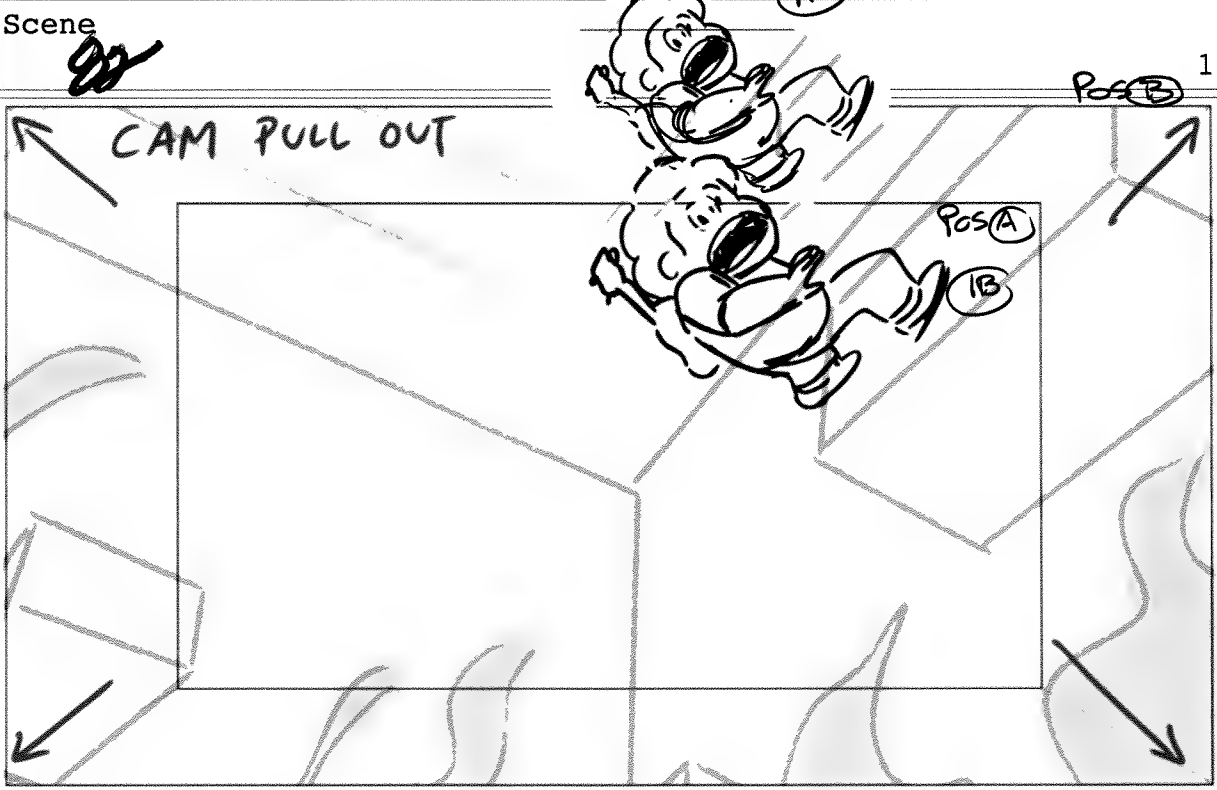


Slugging  
0.04

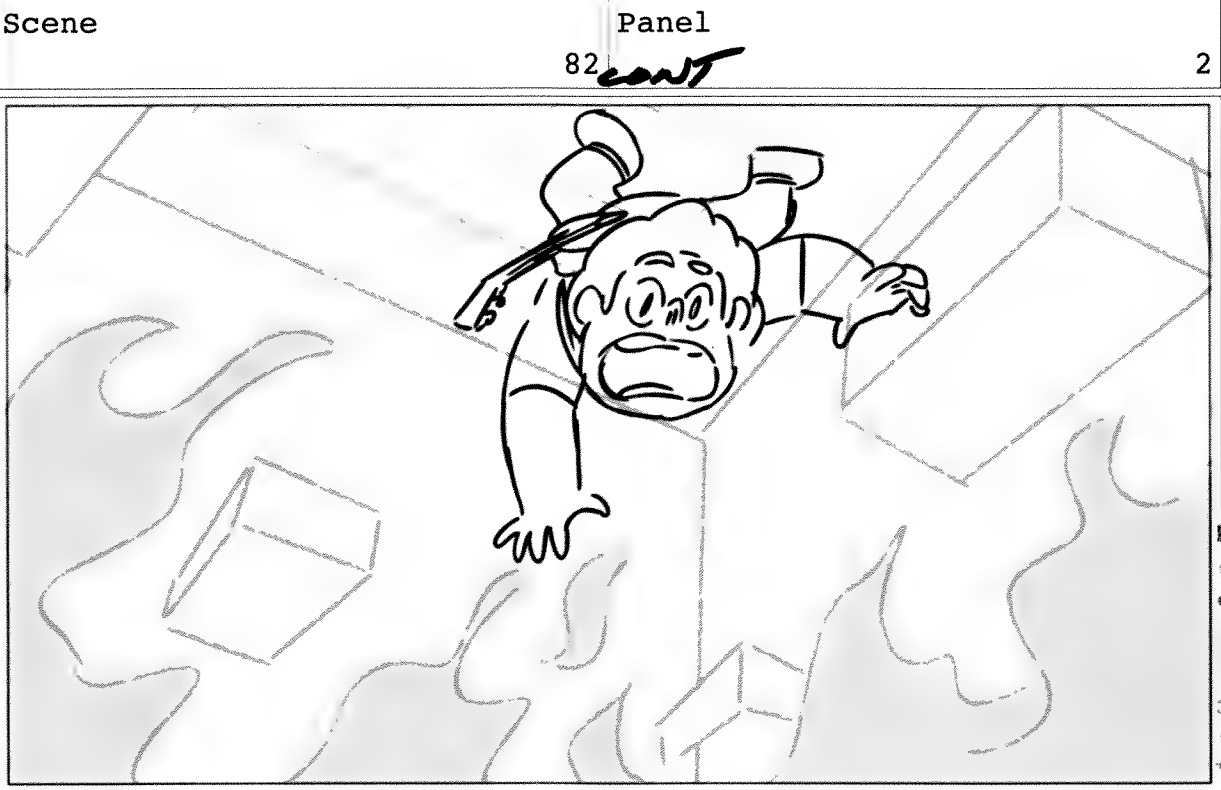
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Slugging  
ADJ: 0.08



Slugging  
0.08

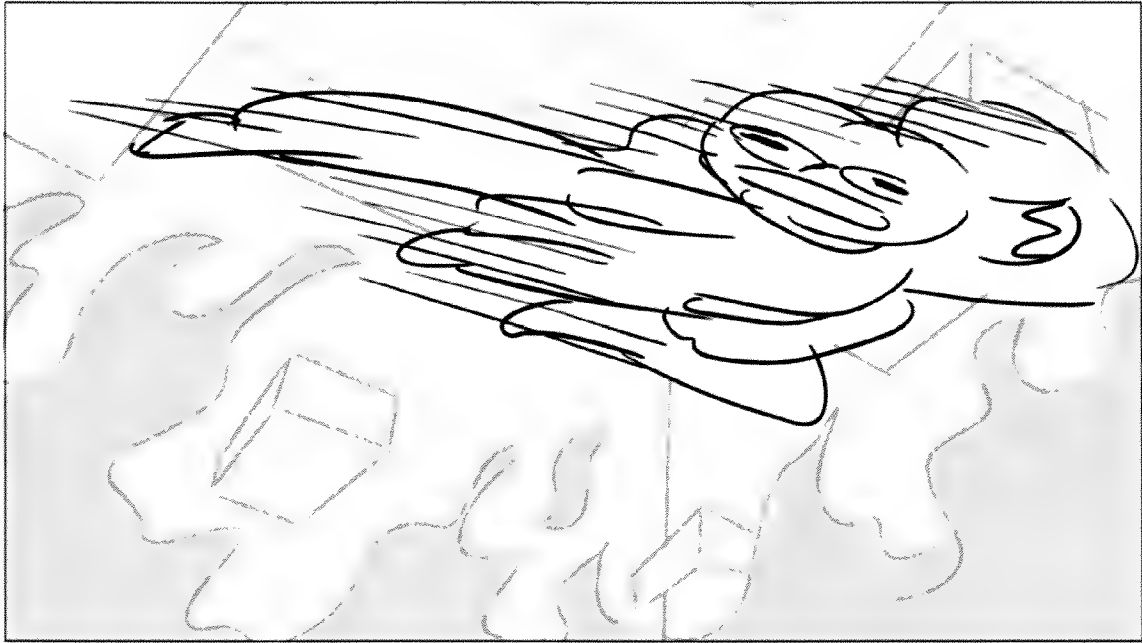
JUN 10 2013

1020.007

1020.007

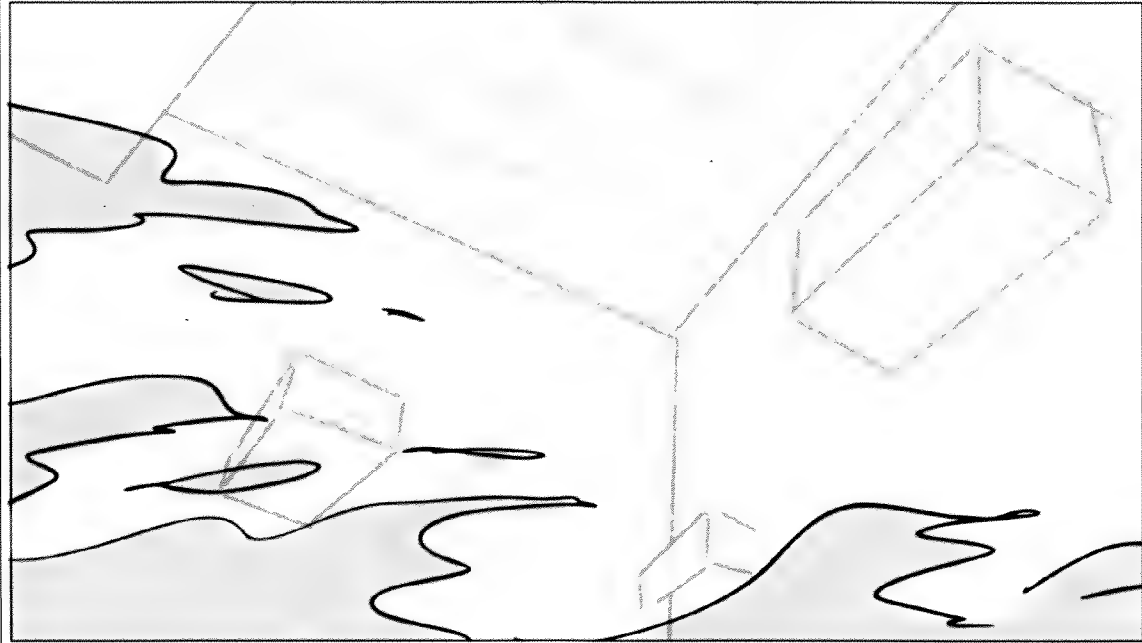
1020.007

Scene	Panel
82	<i>CONT</i>
	3



Slugging  
0.04

Scene	Panel
82	<i>CONT</i>
	4



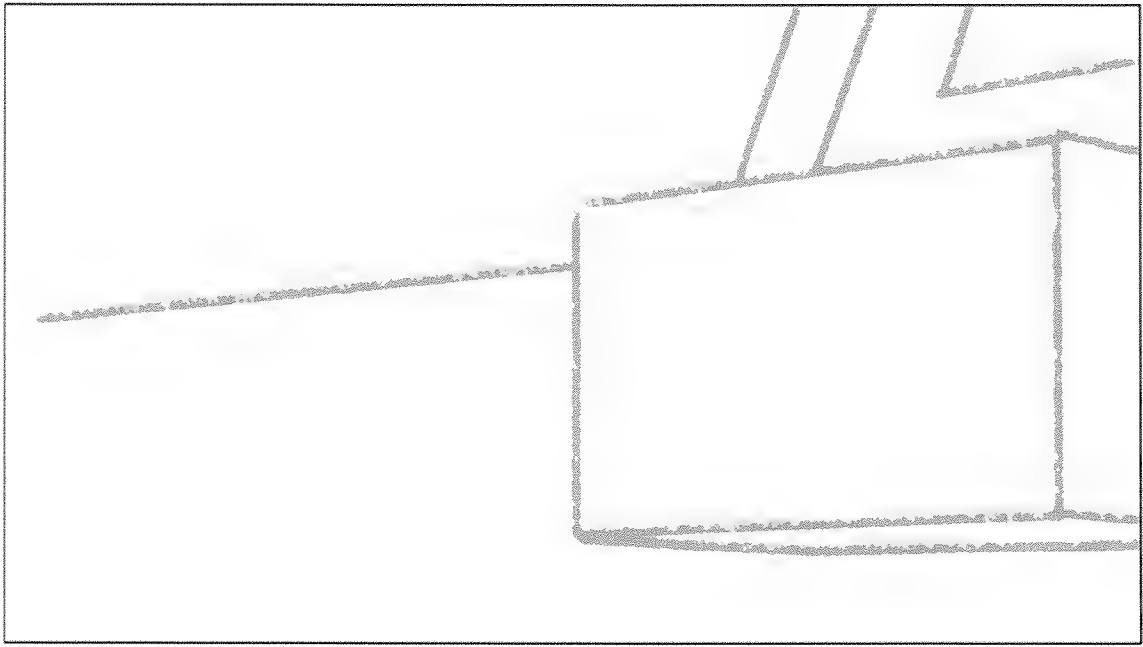
Slugging  
0.10

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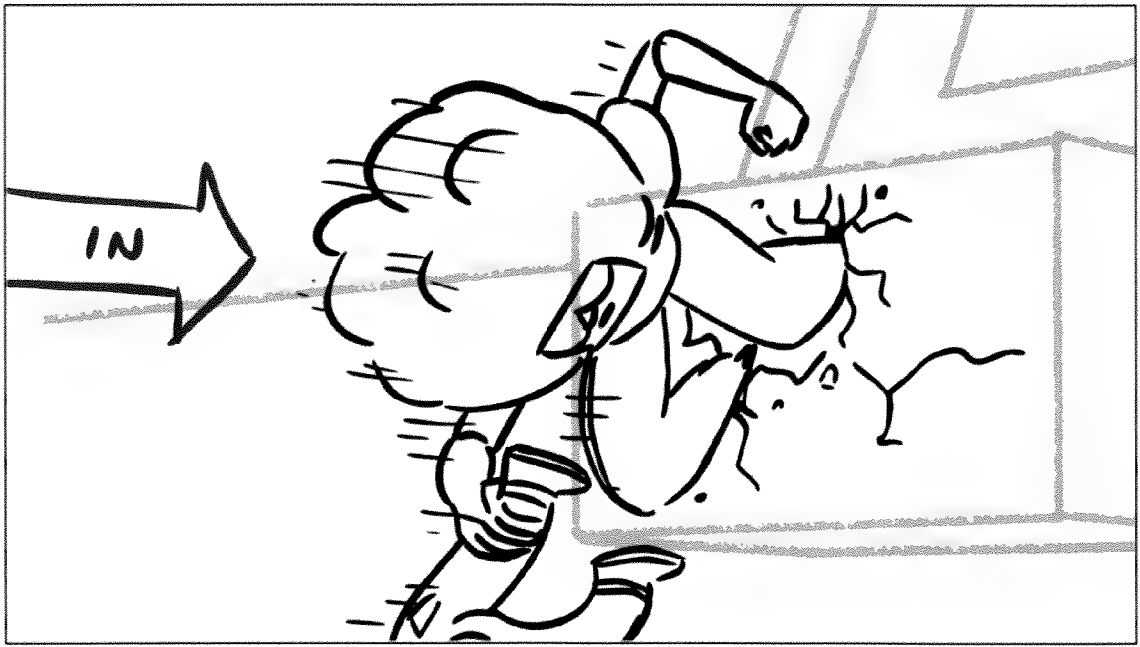
1020-007

Scene	Panel
83	1



Slugging  
0.06

Scene	Panel
83	2



Action Notes  
Garnet in

Slugging  
0.04

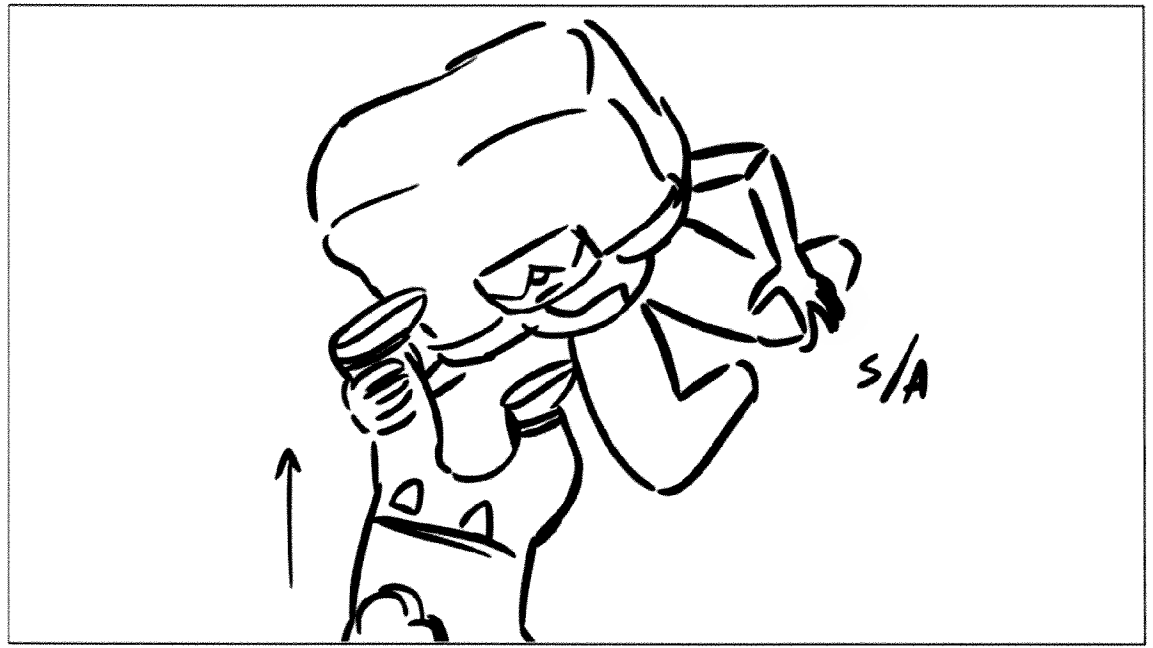
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Scene	Panel
83	3



Slugging  
1.05

Scene	Panel
84	1





Dialog  
STEVEN: <NERVOUS LAUGHING>

Slugging  
1.14

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Scene	Panel
84	cont 2
	
<p>Dialog</p> <p>STEVEN: &lt;LAUGHING&gt;</p>	
<p>Slugging</p> <p>1.03</p>	

Scene	Panel
84	cont 3
	
<p>Dialog</p> <p>STEVEN: WOOOOO!</p>	
<p>Slugging</p> <p>1.09</p>	

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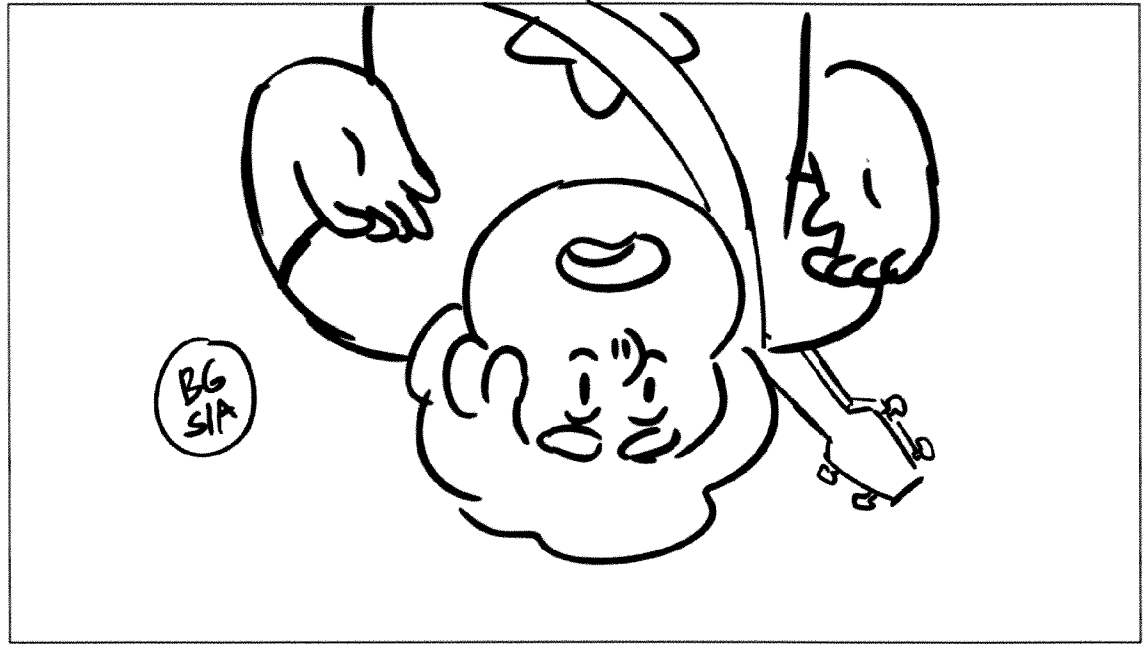
Scene 84 Panel 4  
*CONT*



Dialog  
STEVEN: THAT WAS...

Slugging  
1.12

Scene 84 Panel 5  
*CONT*



Dialog  
STEVEN: UHH

Slugging  
1.08  
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Scene	Panel
84	CONT 6



Dialog  
STEVEN: SERIOUSLY DANGEROUS, THANK YOU GARNET.

Slugging  
4.08

Scene	Panel
84	CONT 7



Slugging  
1.11

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1020.007

Scene	Panel
84	CONT
	8



Slugging  
0.05

Scene	Panel
84	CONT
	9



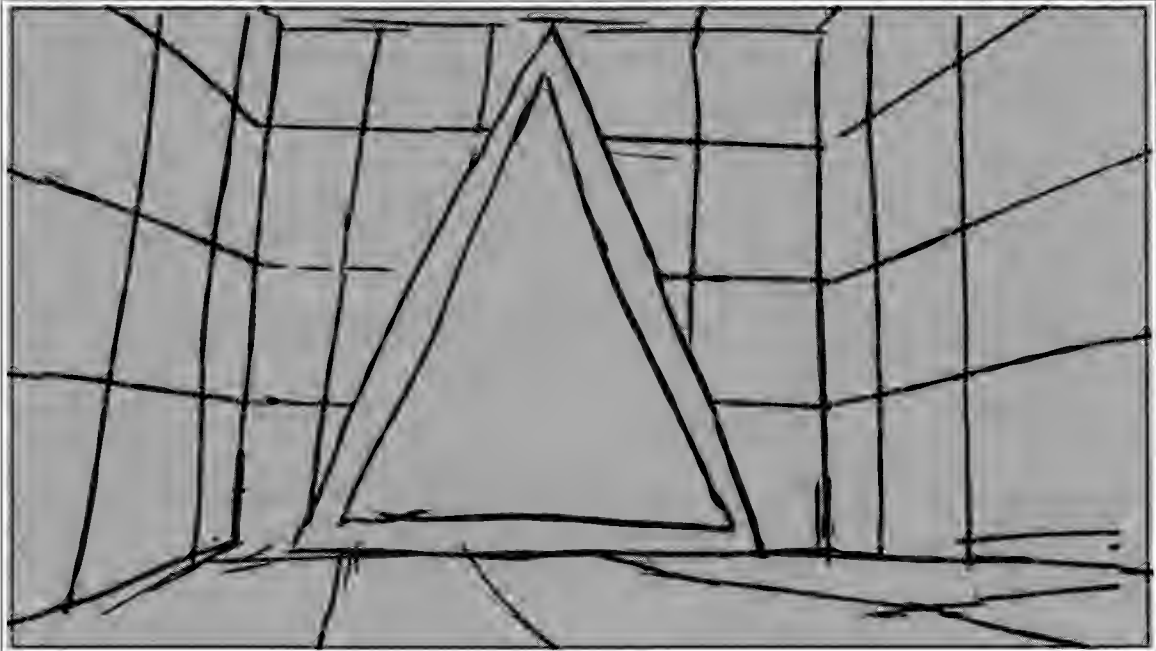
Slugging  
0.11

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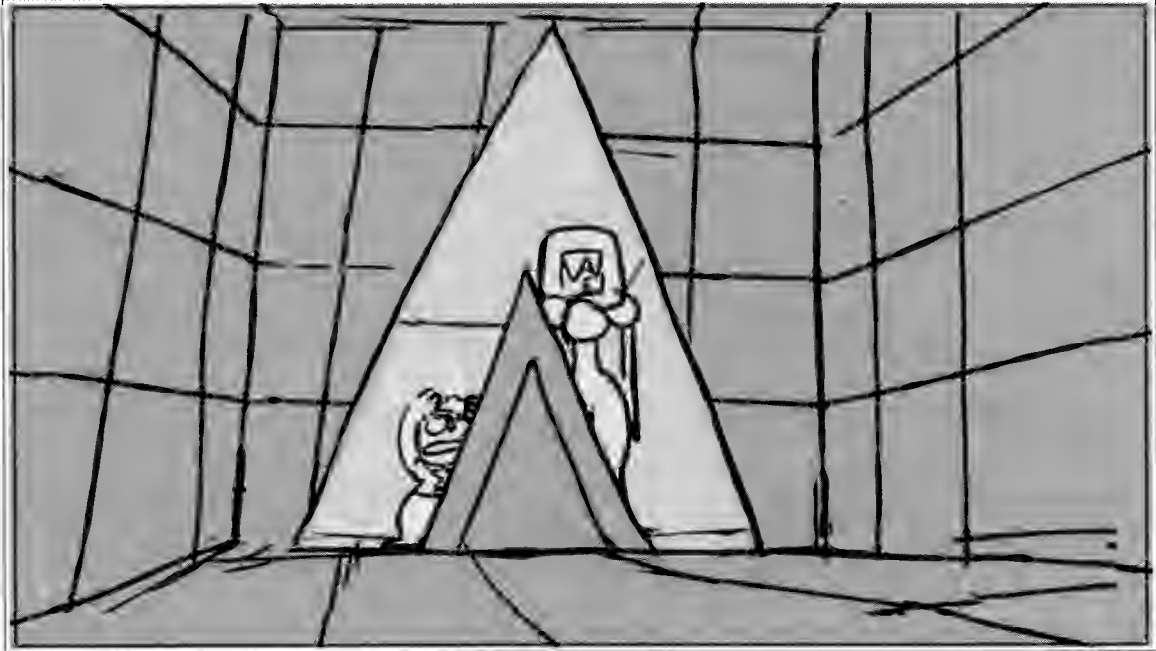
1020.007

Scene	Panel
85	1



Slugging  
1.00

Scene	Panel
85	2



Action Notes  
Door opens  
  
Steven Trying to pat out fire on his head

Slugging  
0.06

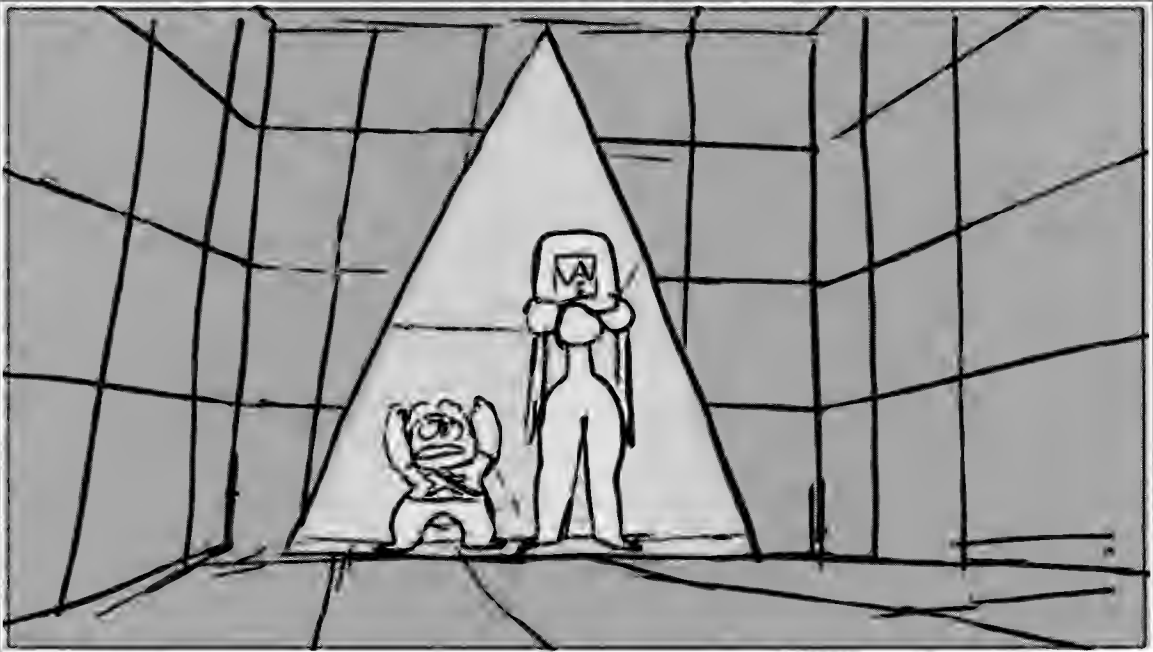
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1020-007

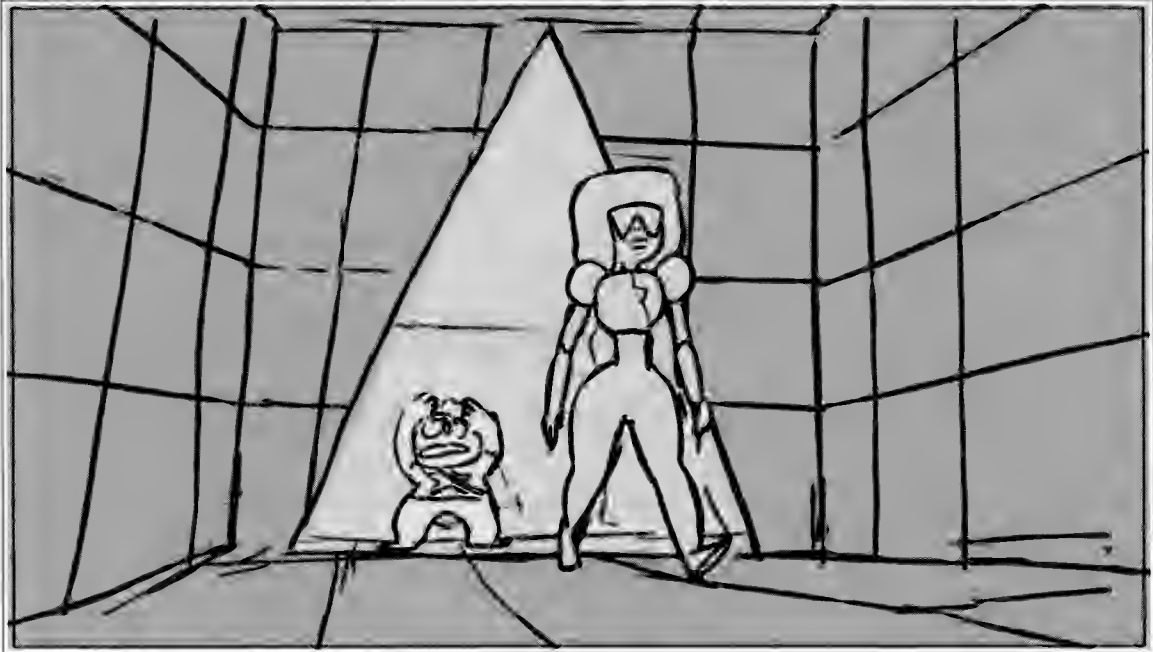
1020-007

Scene Panel  
85 *cont* 3



Slugging  
0.13

Scene Panel  
85 *cont* 4



Slugging  
0.08

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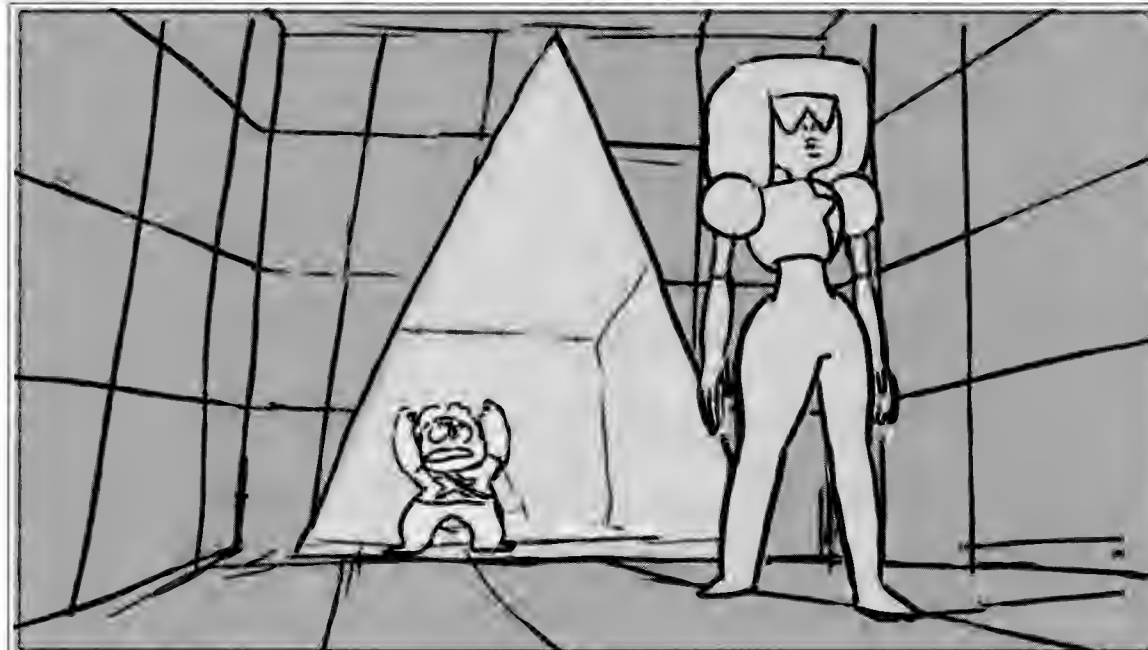
Scene

Panel

85

*CONT*

5



Slugging  
0.09

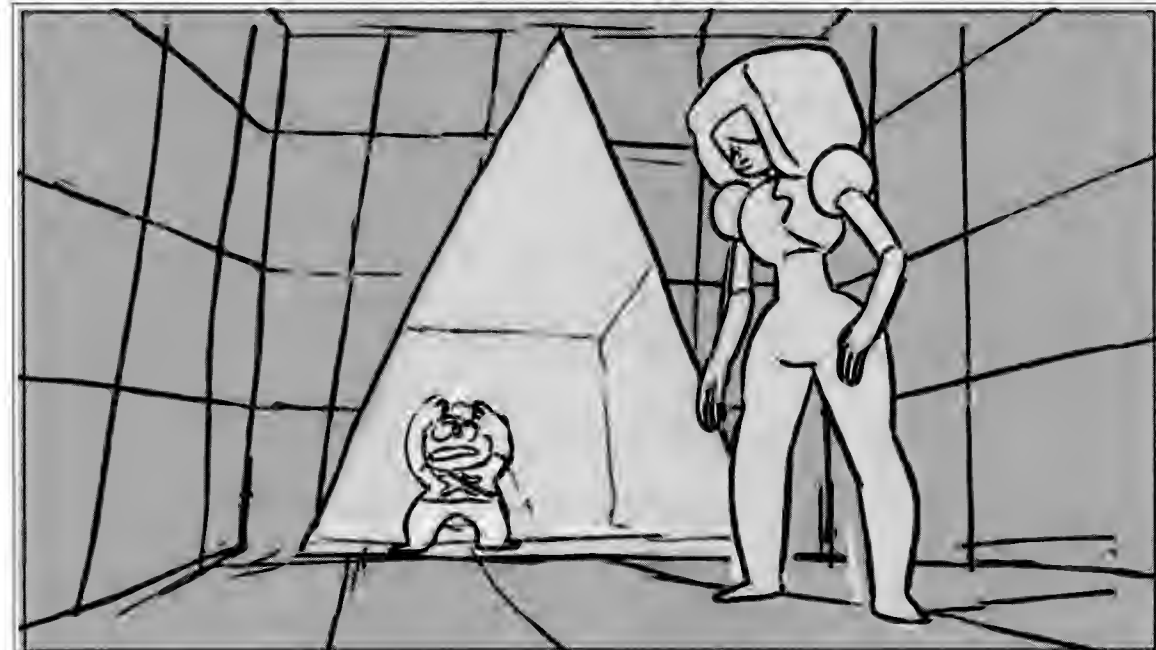
Scene

Panel

85

*CONT*

6



Slugging  
0.07

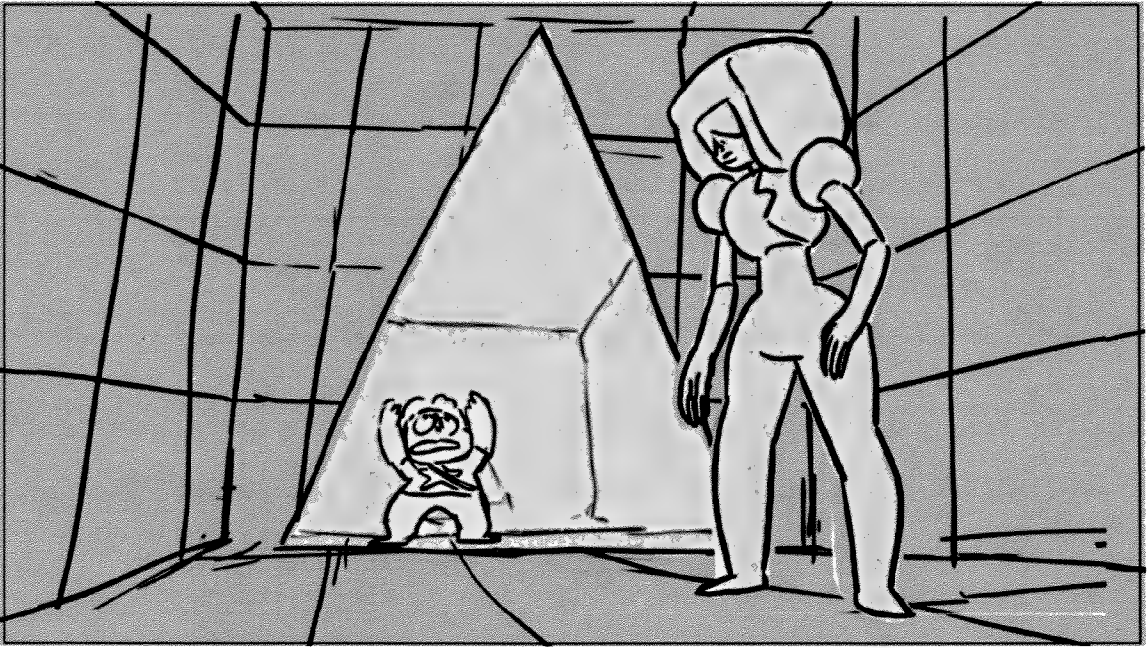
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1020-007

1020-007

Scene	Panel
85	<i>CONT</i>
	7



Slugging  
0.07

Scene	Panel
86	
	1



Slugging  
Panels 1 + 2 = 0.05

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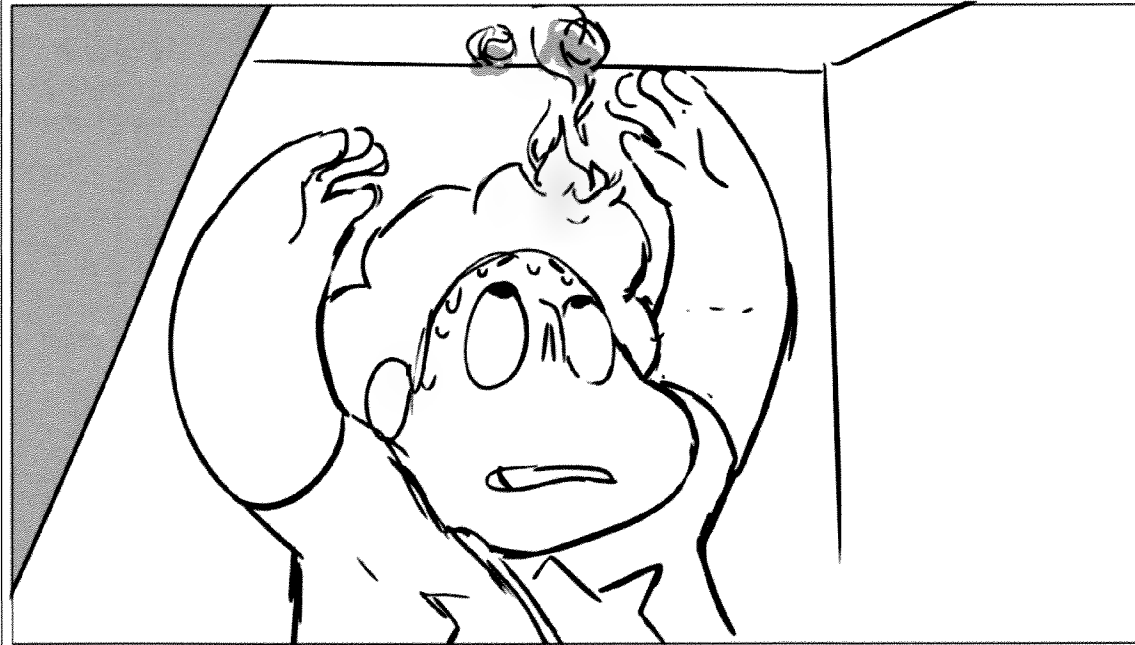
1020-007

1020-007

1020-007



Scene	Panel
86	<i>cont</i> 2



Scene	Panel
86	<i>cont</i> 3

**Action Notes**

Steven pats out the last bit of his hair that is burning

**Slugging**

0.06

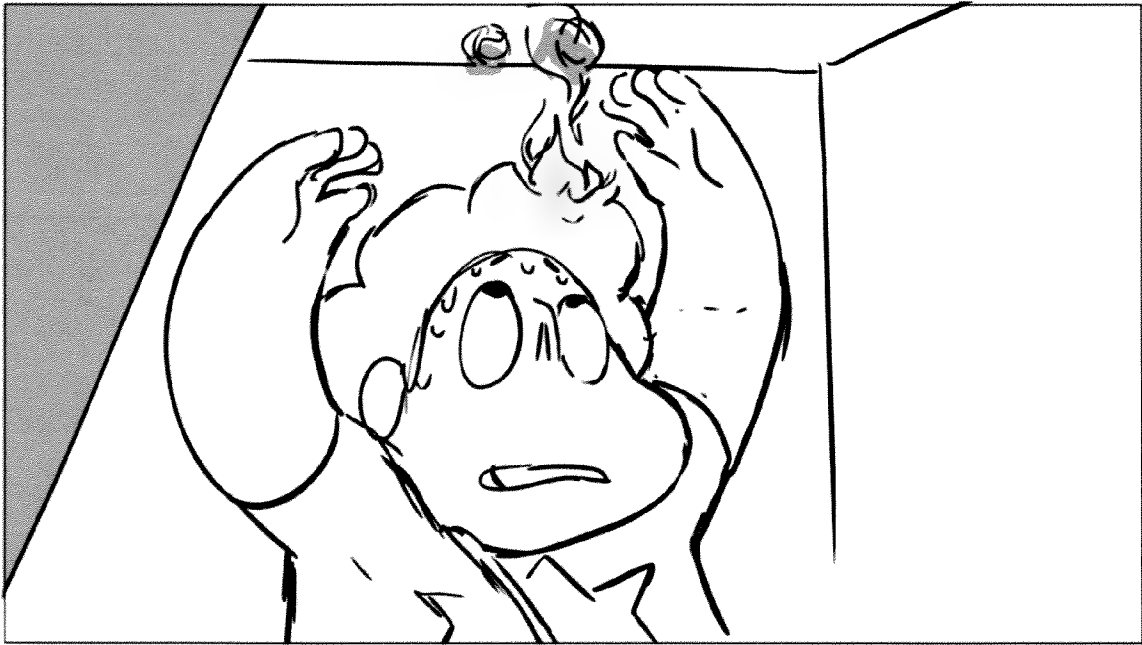
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Scene	Panel
86	<i>CONT</i>
	4



Slugging  
0.03

Scene	Panel
86	<i>CONT</i>
	5



Slugging  
0.06

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Scene Panel  
86 *CONT* 6



Action Notes  
Fire in steven's hair goes out

Slugging  
0.09

Scene Panel  
86 *CONT* 7



Dialog  
STEVEN: <SIGH OF RELIEF>

Slugging  
Panels 7 to 13 = ADJ 3.14  
ADJ: 0.07  
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Scene	Panel
86	CONT

8



Slugging  
ADJ: 0.11

Scene	Panel
86	CONT

9



Slugging  
ADJ: 0.07

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Scene	Panel
86	<i>CONT</i> 10



Slugging  
ADJ: 0.09

Scene	Panel
86	<i>CONT</i> 11



Slugging  
ADJ: 0.08

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1020.007

Scene	Panel
86	12

*CONT*

## Action Notes

Door closes behind Steven

## Slugging

ADJ: 0.06

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Scene

Panel

86

cont

13



Dialog

STEVEN: (\*REACTION TO DOOR SLAMMING BEHIND HIM) GYEAH!

Slugging

ADJ: 0.14

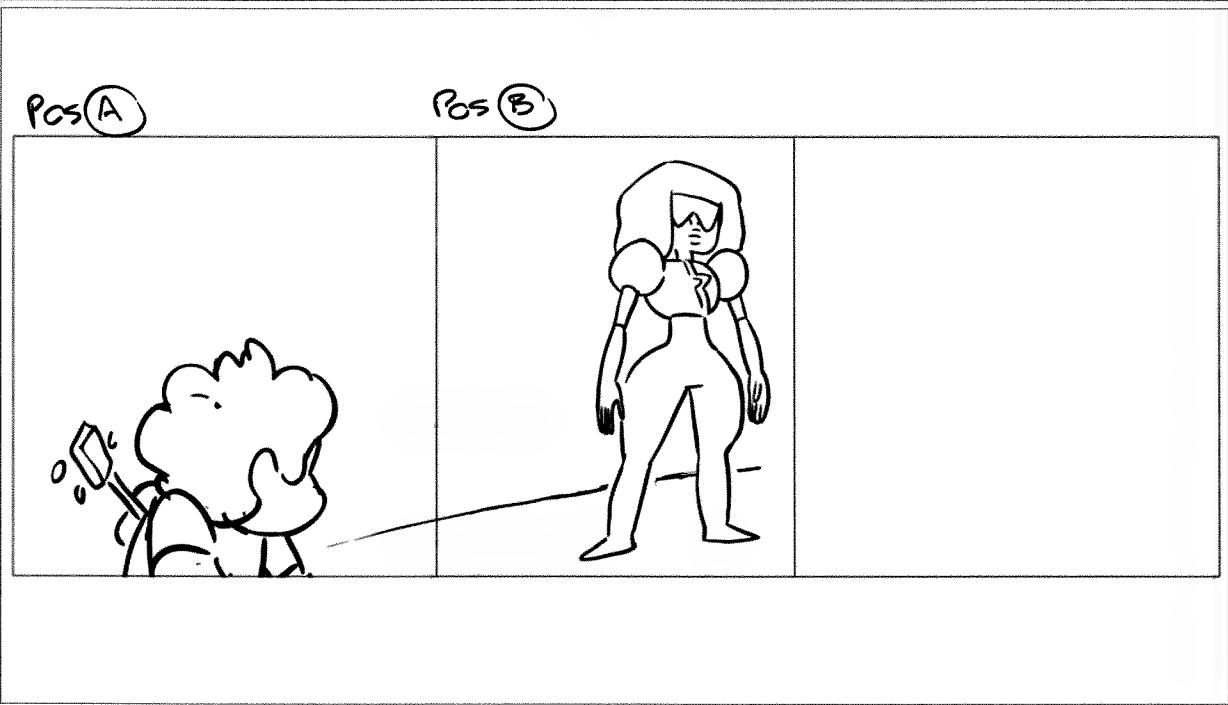
JUN 10 2013

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1020-007

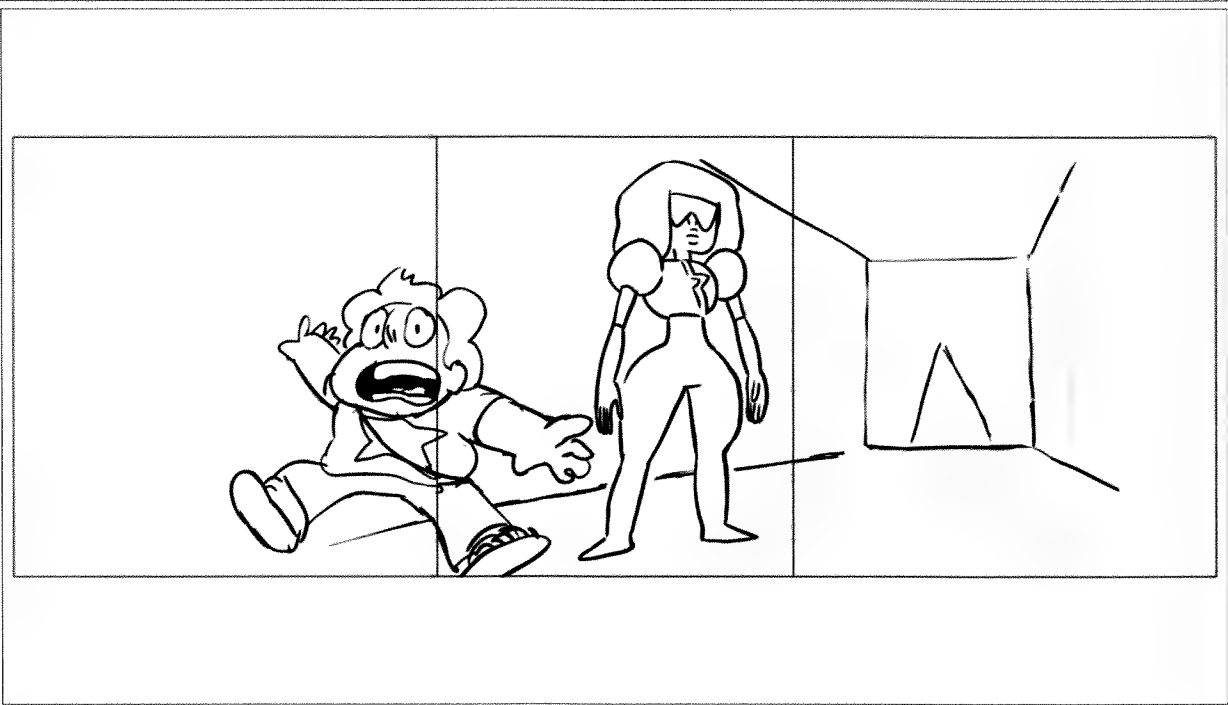
1020-007

Scene	Panel
87	1



Slugging  
Panels 1 to 4 = ADJ: 2.09  
  
ADJ: 0.04

Scene	Panel
87	2



Slugging  
ADJ: 0.06

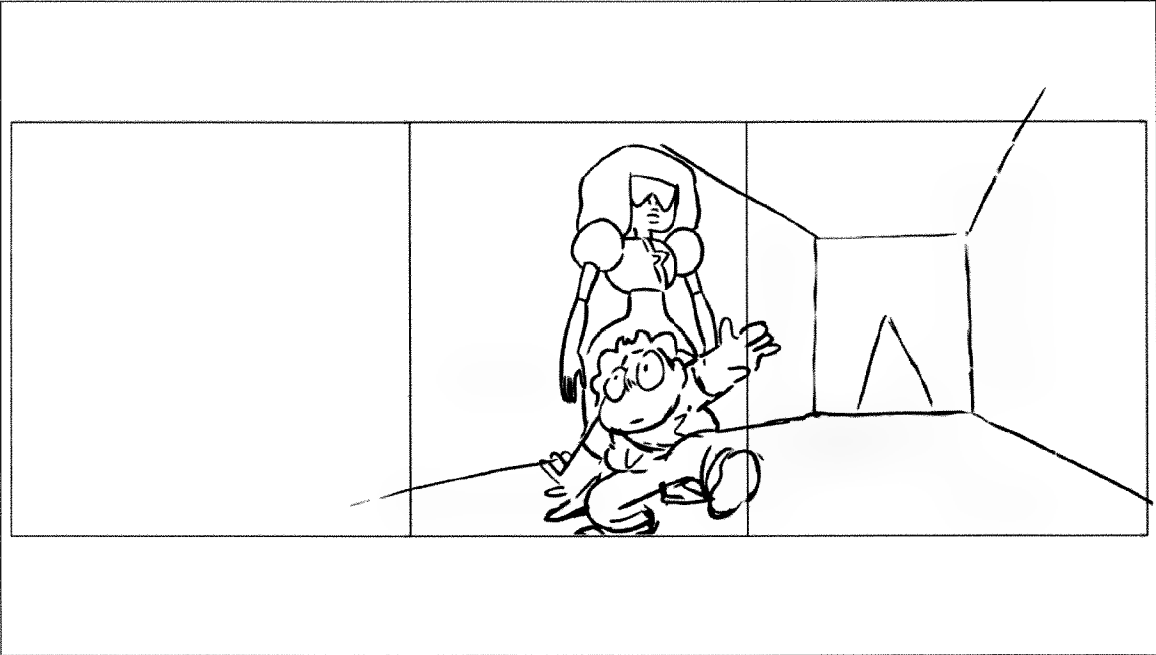
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1020-007



Scene	Panel
87	3



Slugging  
ADJ: 0.09

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1020.007

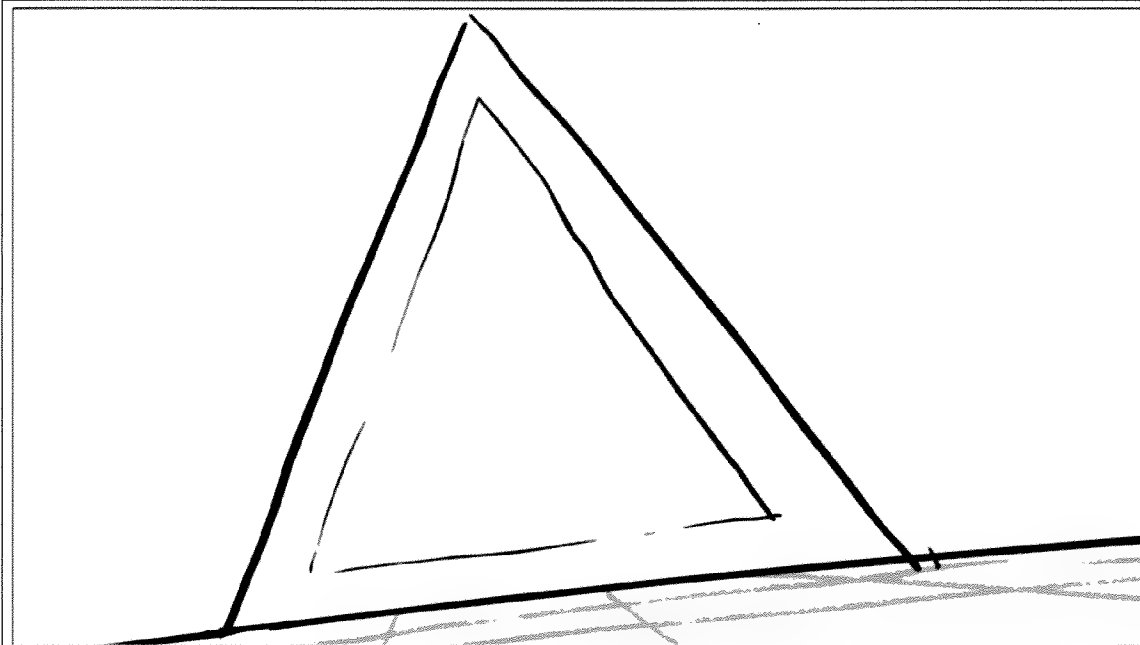
JUN 10 2013

1020.007

Scene	Panel
87	4 <i>CONT</i>
	
<p>Slugging ADJ then HOLD: 1.06</p> <p>JUN 10 2013</p>	

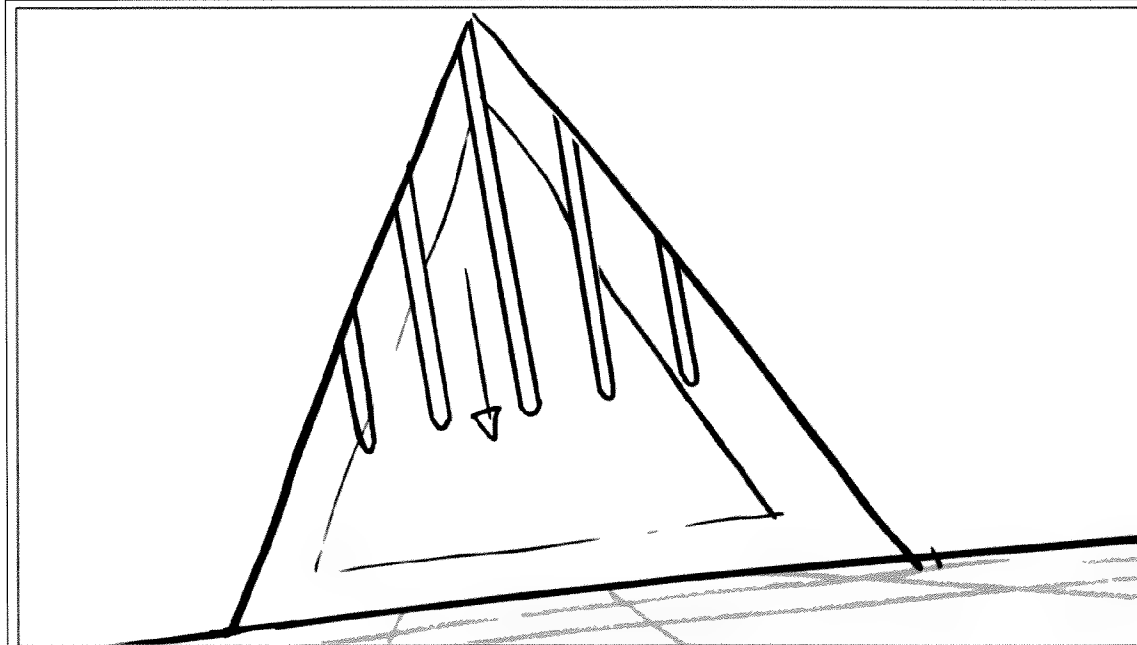
1020-007

Scene	Panel
88	1



Slugging  
0.07

Scene	Panel
88	2

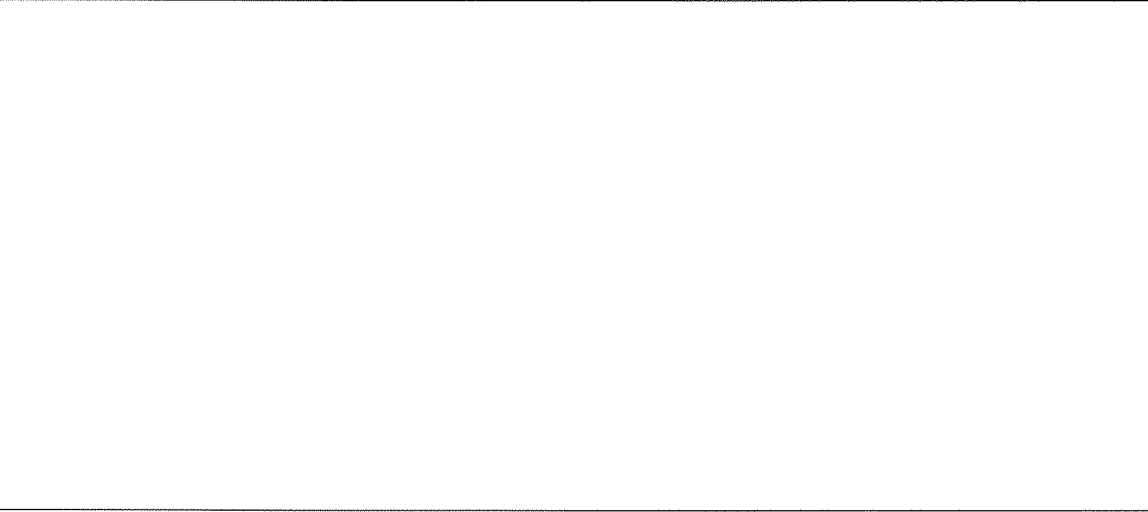
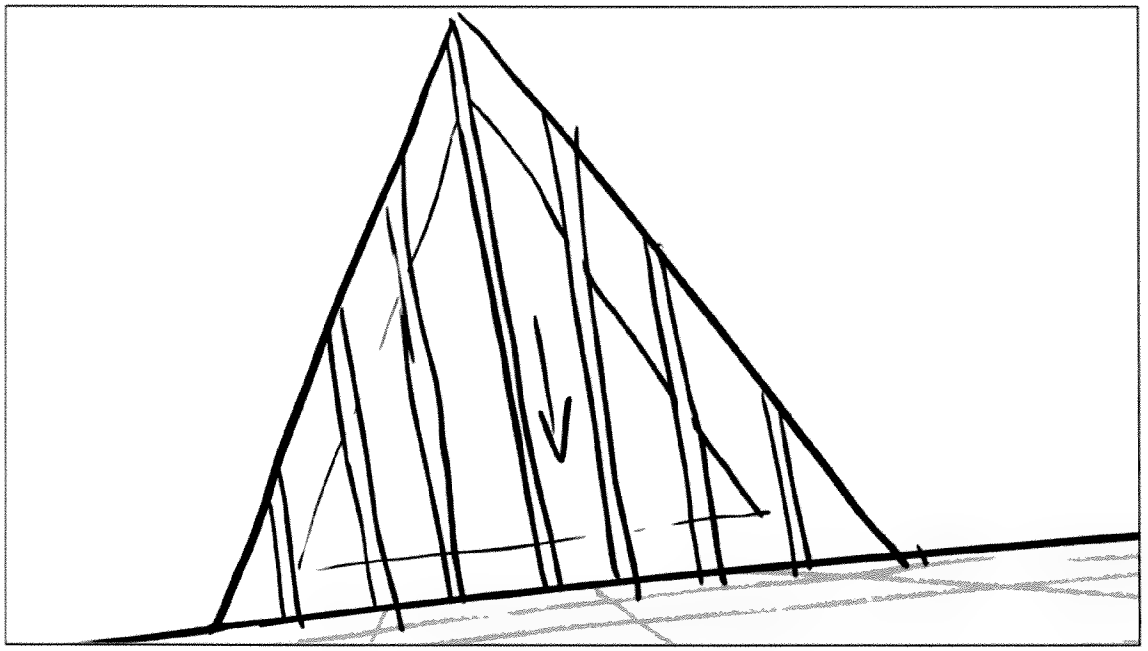


Action Notes  
Bars come down over door

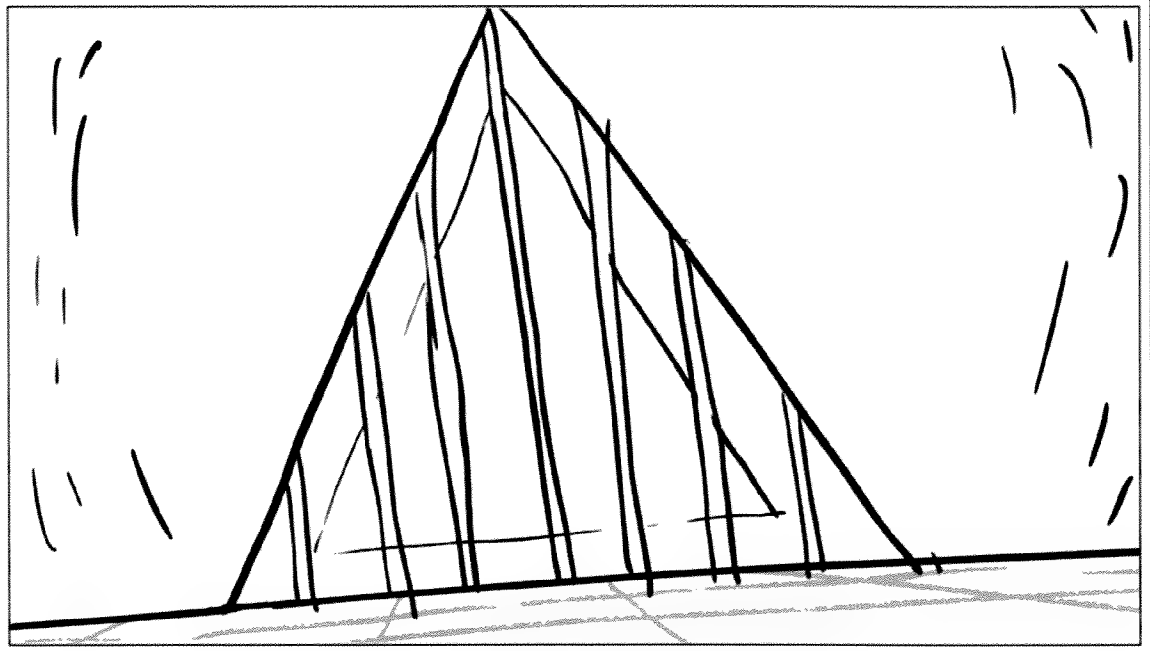
Slugging  
Panels 2 + 3 = 1.02

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Scene 88 Panel 3



Scene 88 Panel 4



Action Notes  
Camera shake.

Slugging  
0.06

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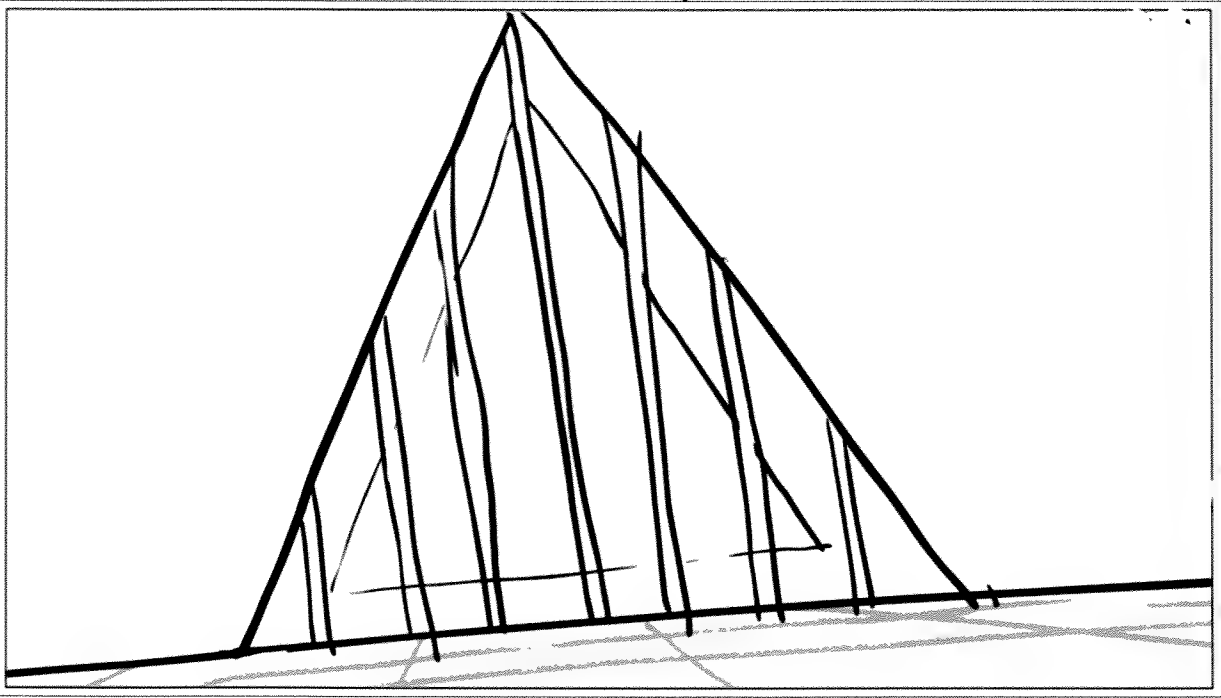
1020.007

1020.007

1020.007

Scene	Panel	
	88	5

CONT



Action Notes  
Camera shake.

Slugging  
0.15

Scene	Panel	
	89	1



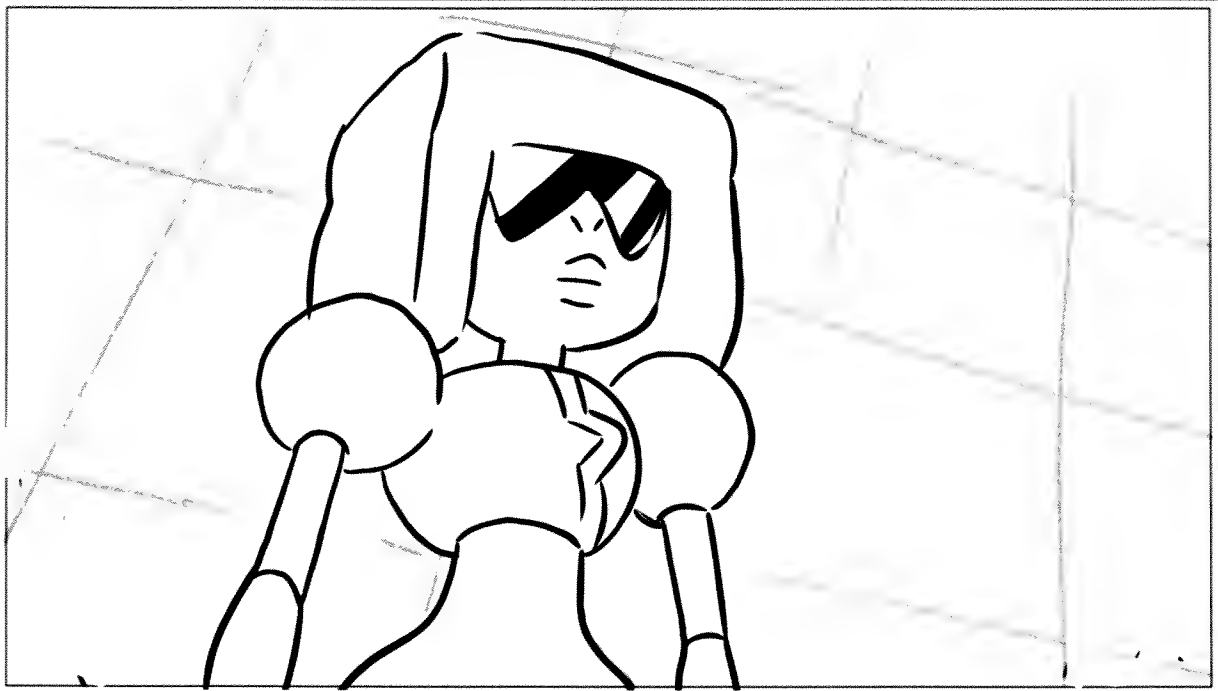
Dialog  
STEVEN: <FEELING QUEASY NOISES>

Action Notes  
Camera shake.

Slugging  
1.09

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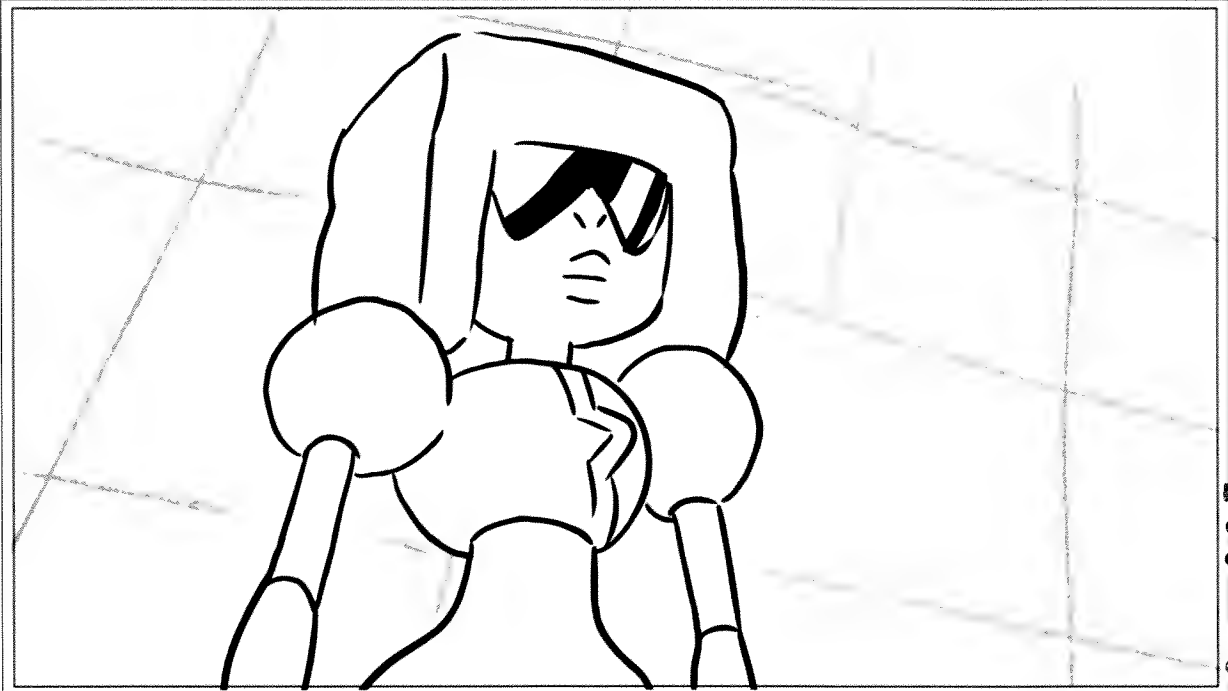
Scene	Panel
90	1



Action Notes  
Camera shake.

Slugging  
2.01

Scene	Panel
90	2



Action Notes  
Camera shake stop

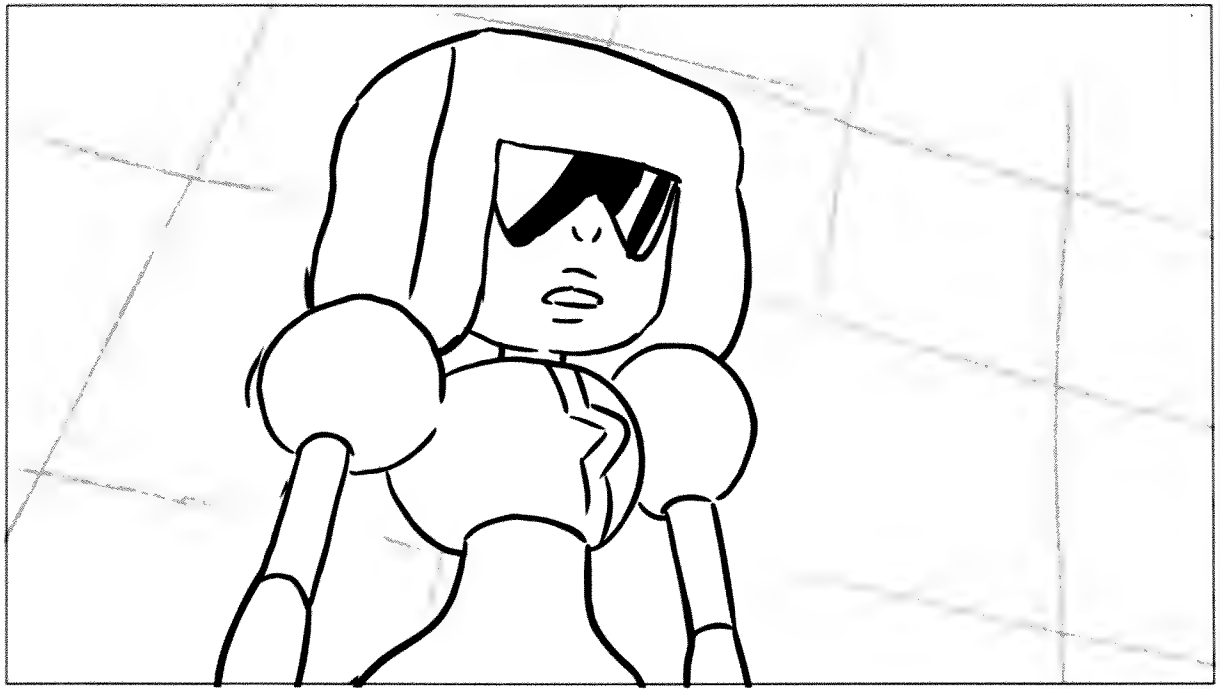
Slugging  
0.13

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Scene 90 *CONT* Panel 3



Dialog  
GARNET: WE CAN TAKE A BREAK IF YOU'RE NOT FEELING WELL, STEVEN.

Slugging  
4.02

Scene 91 Panel 1



Dialog  
STEVEN: HUH?

Slugging  
1.03



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Scene	Panel
91	2



Dialog

STEVEN: OH, NO -

Slugging

3.09

Scene	Panel
91	3



Dialog

STEVEN: - I'M OKAY!

Slugging

Panels 3 + 4 = 2.01

JUN 1 0 2013

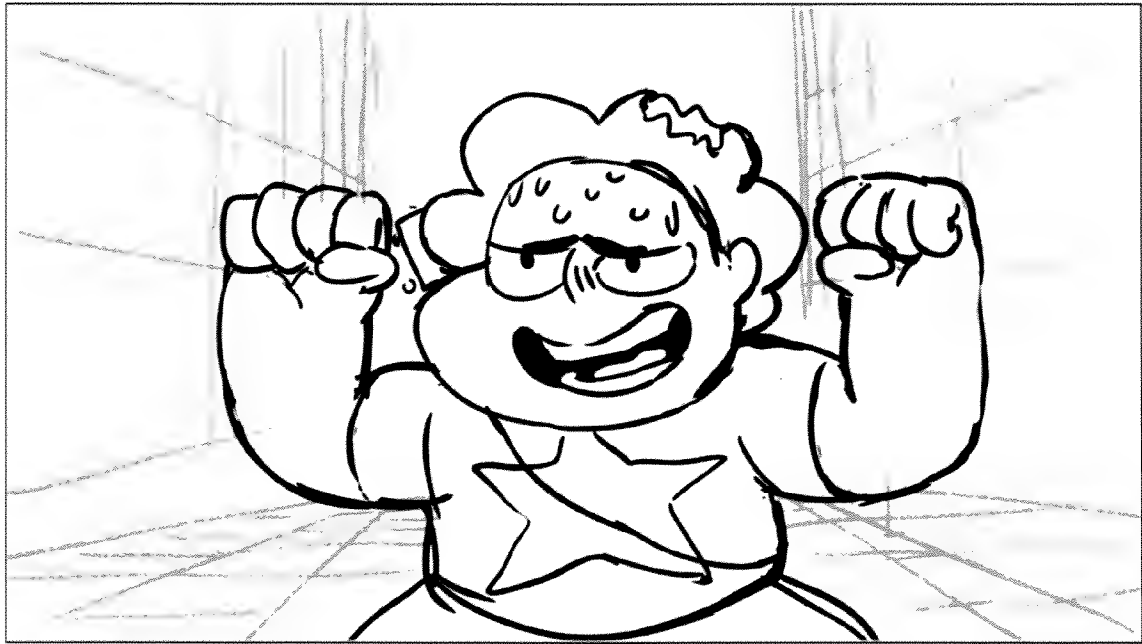
1020.007

1020.007



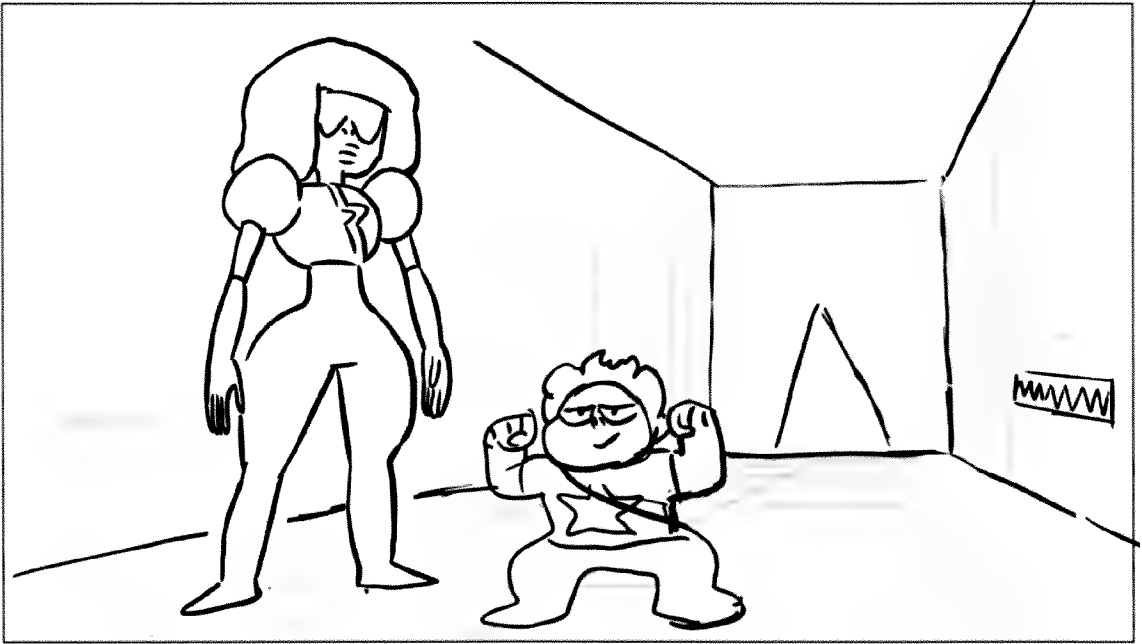
Scene	Panel
91	4

CONT



Dialog  
STEVEN: LET'S KEEP GOING!

Scene	Panel
92	1



Slugging  
1.03

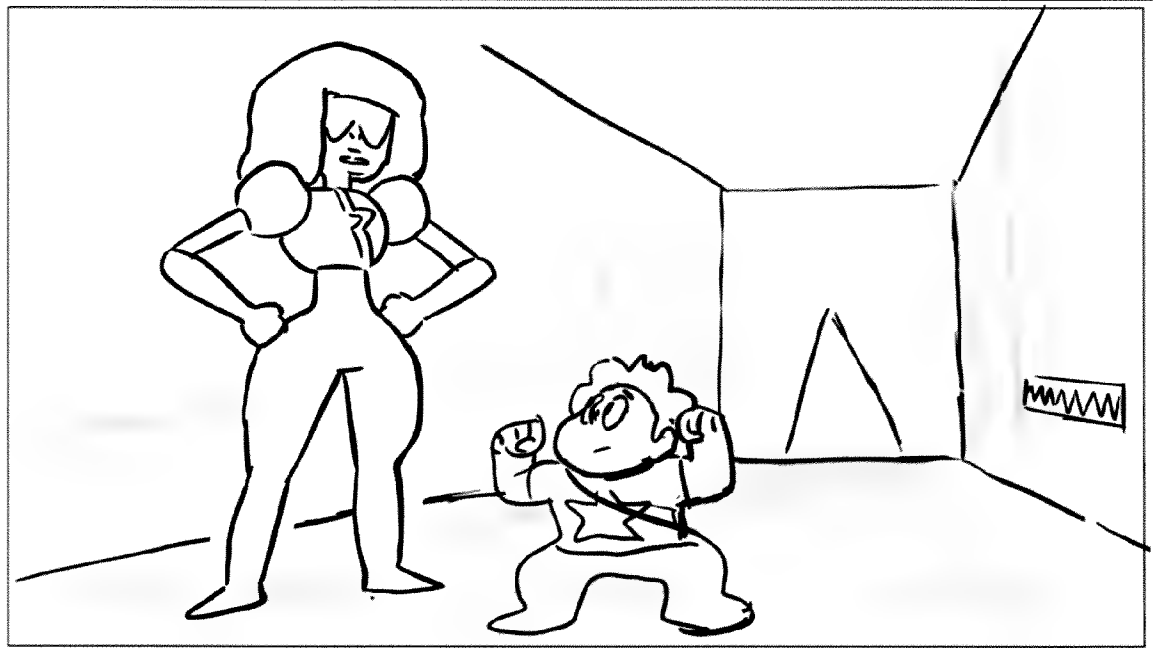
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1020.007

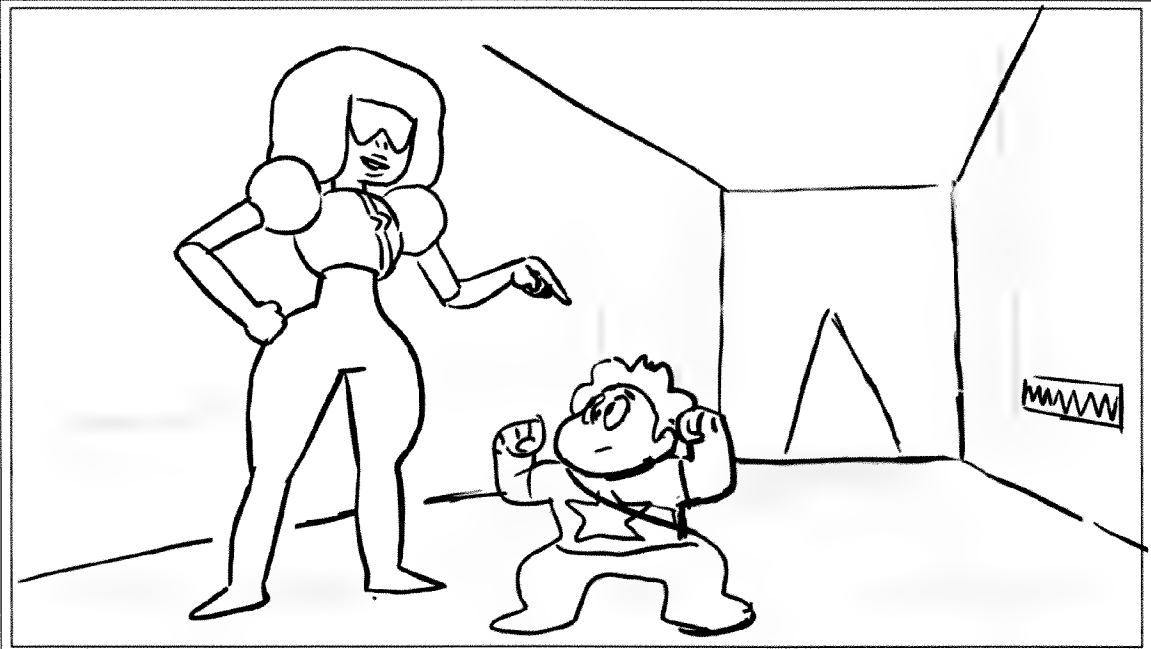
Scene	Panel
92	<i>cont</i> 2



Dialog  
GARNET: ALRIGHT... BUT BE CAREFUL. YOU MIGHT TRIGGER A TRAP -

Slugging  
Panels 2 + 3 = 7.01

Scene	Panel
92	<i>cont</i> 3



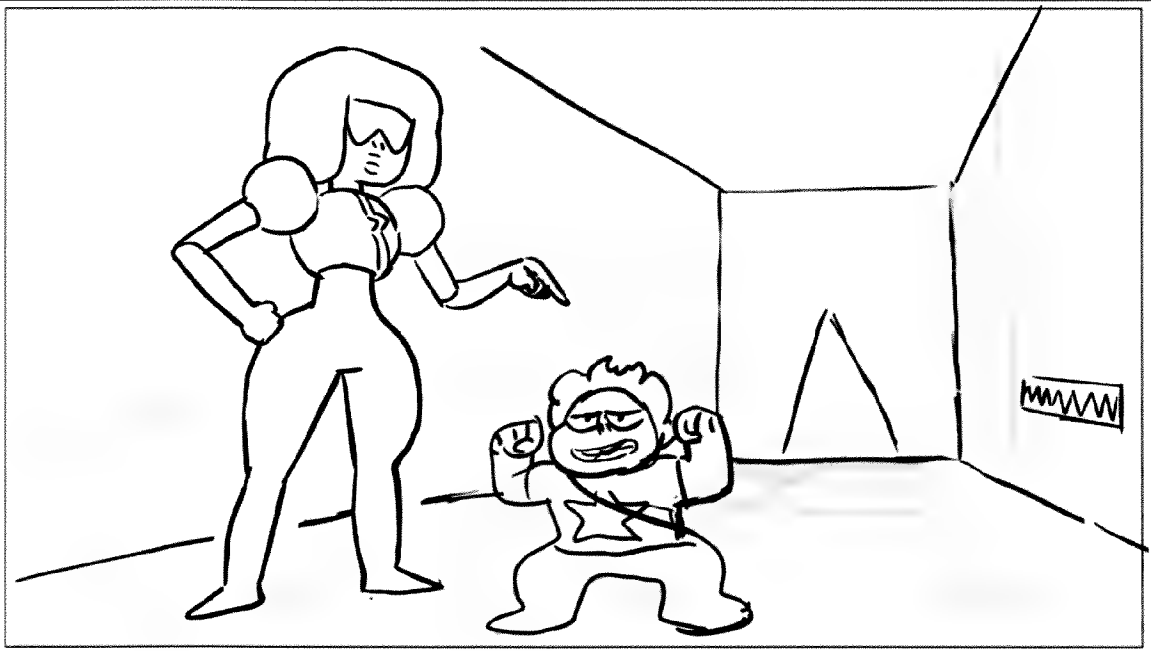
Dialog  
GARNET: -WITH THAT GUNSHOW.

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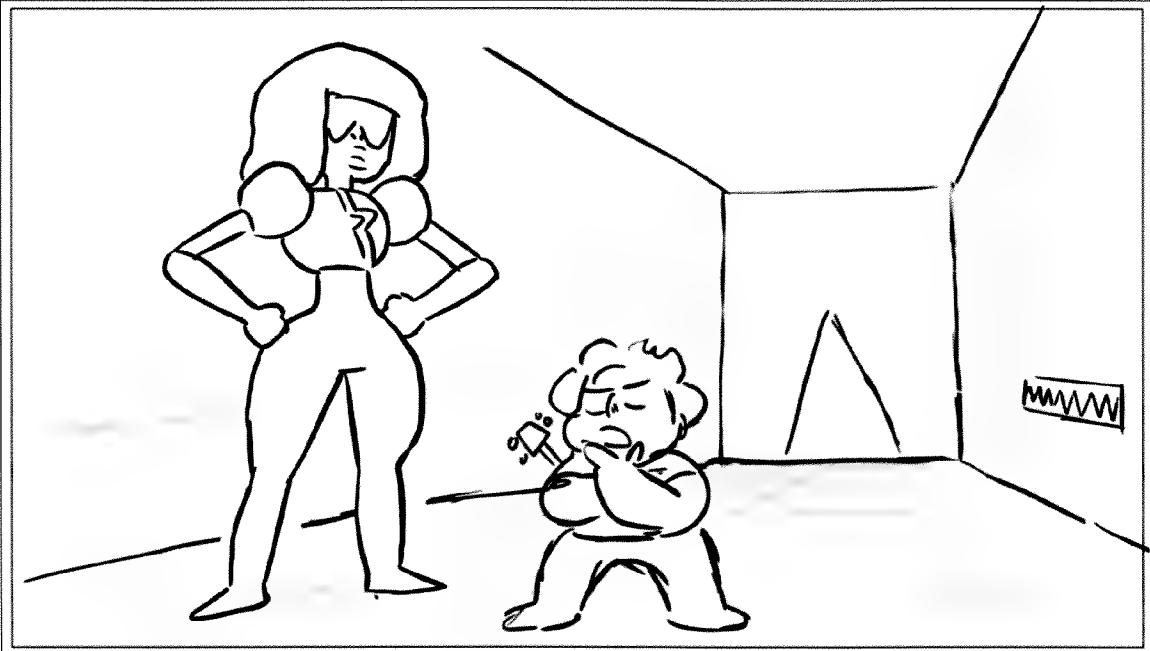
Scene 92 Panel 4



Dialog  
STEVEN: RIGHT, I'LL PUT THESE BABIES AWAY...

Slugging  
4.09

Scene 92 Panel 5



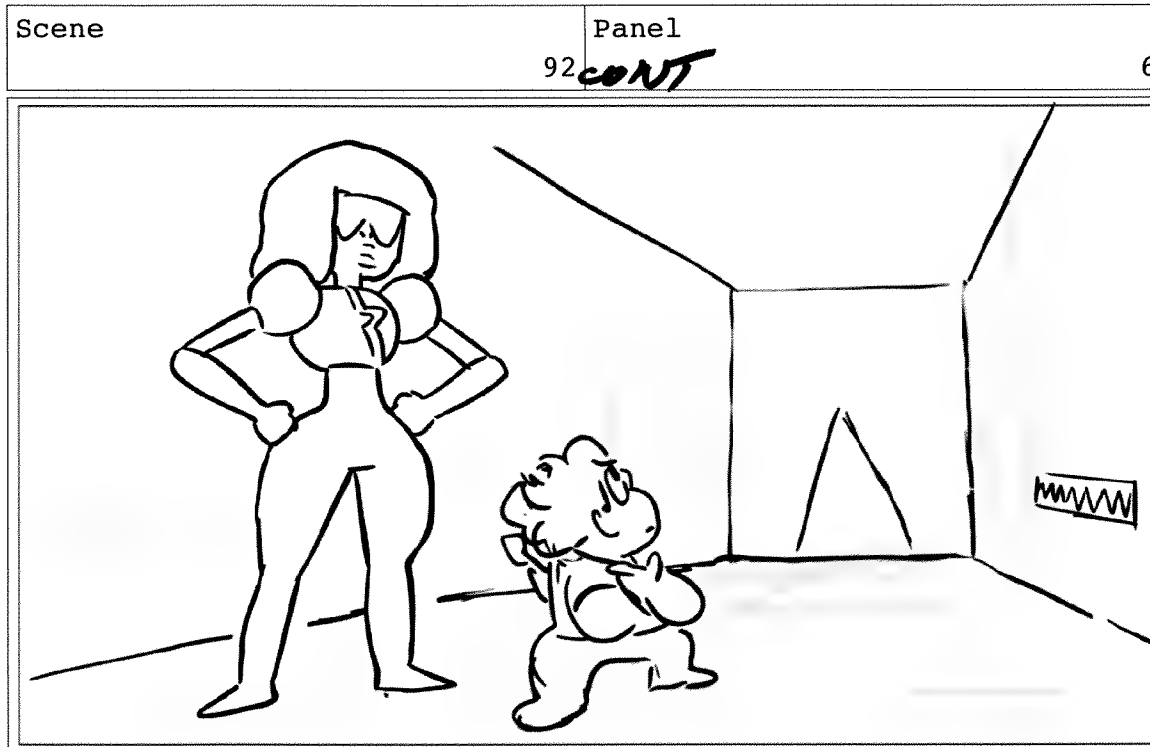
Dialog  
STEVEN: AND USE MY MINDS.

Slugging  
2.13  
  
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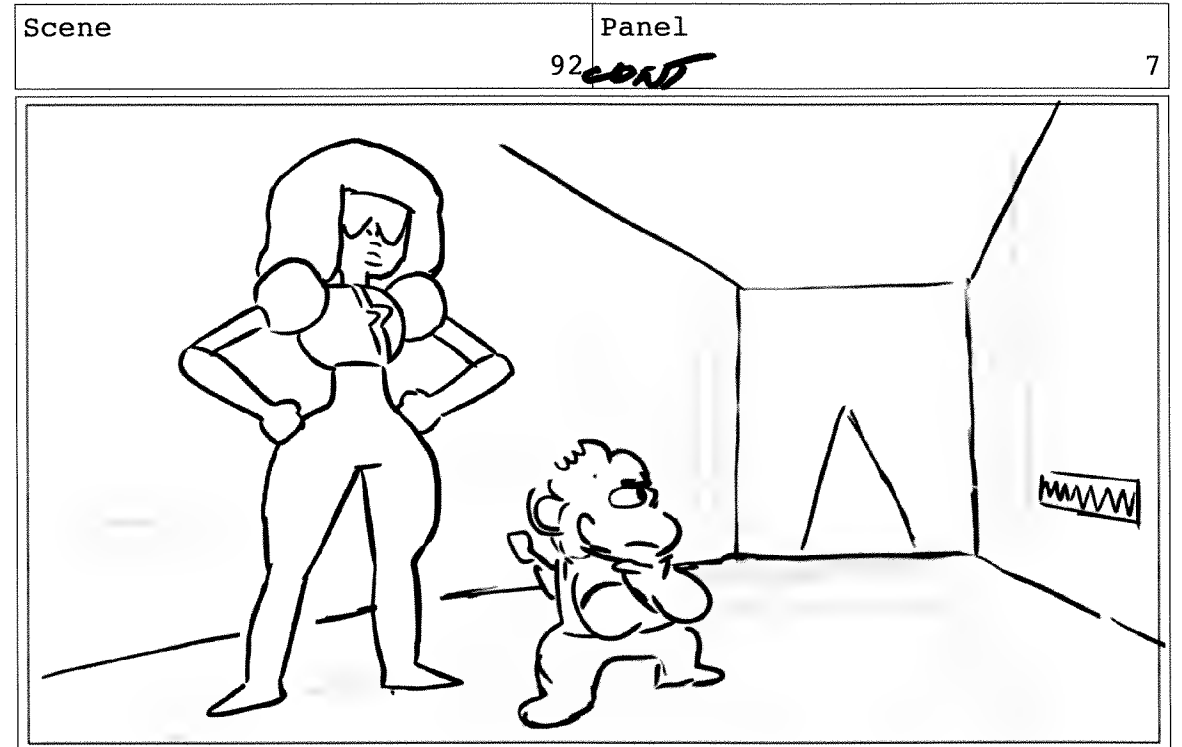
1020-007

1020-007

1020-007



Slugging  
1.01



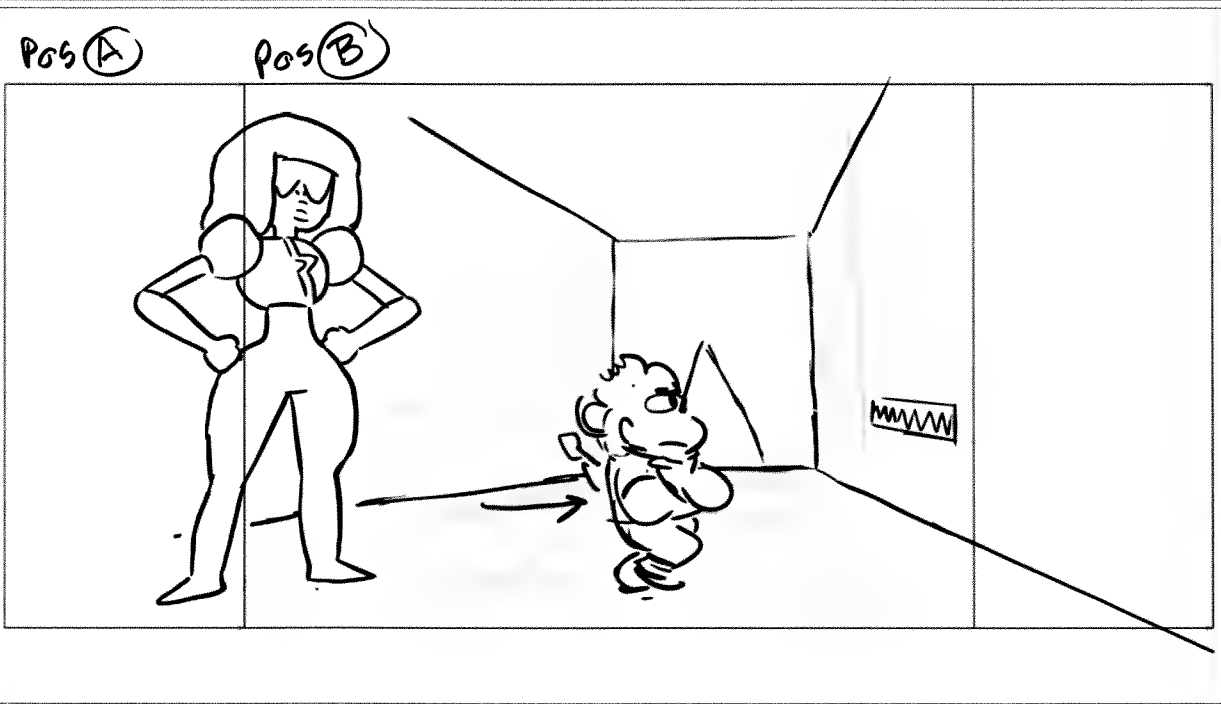
Slugging  
0.15

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Scene Panel  
92 *CONT* 8



Slugging

ADJ: 0.14

Scene Panel  
92 *CONT* 9



Dialog

STEVEN: MAYBE THERE'S A CLUE HIDDEN IN THESE ANCIENT DRAWINGS...

Action Notes

Steven walks towards panel on wall

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Slugging

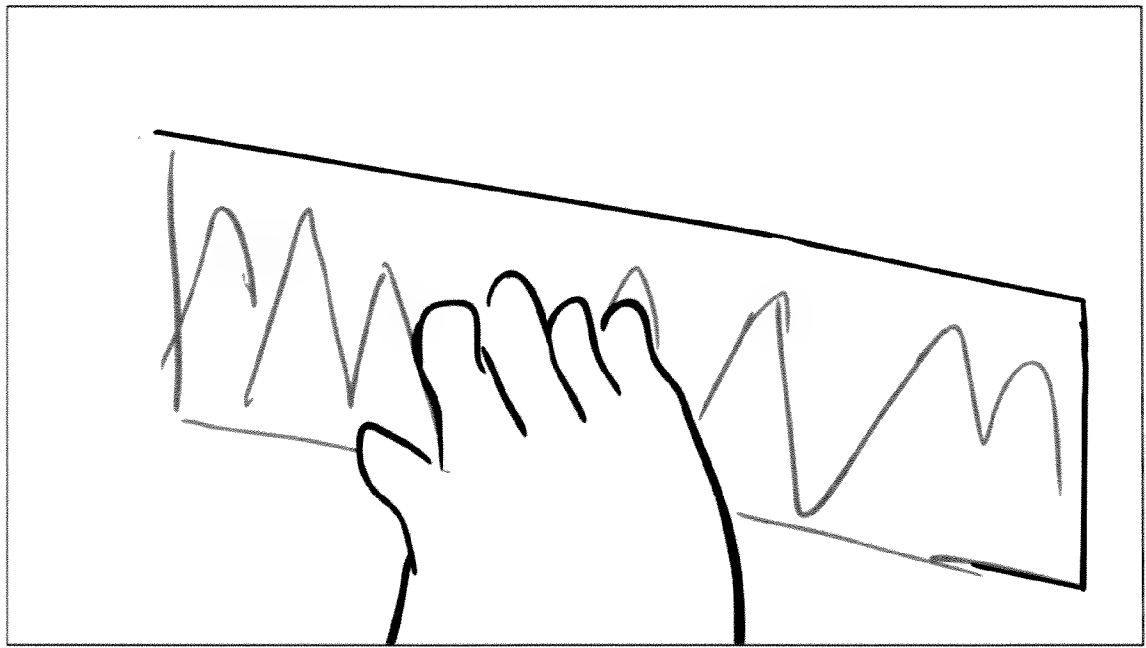
4.06

1020.007

1020.007

1020.007

Scene	Panel
93	1



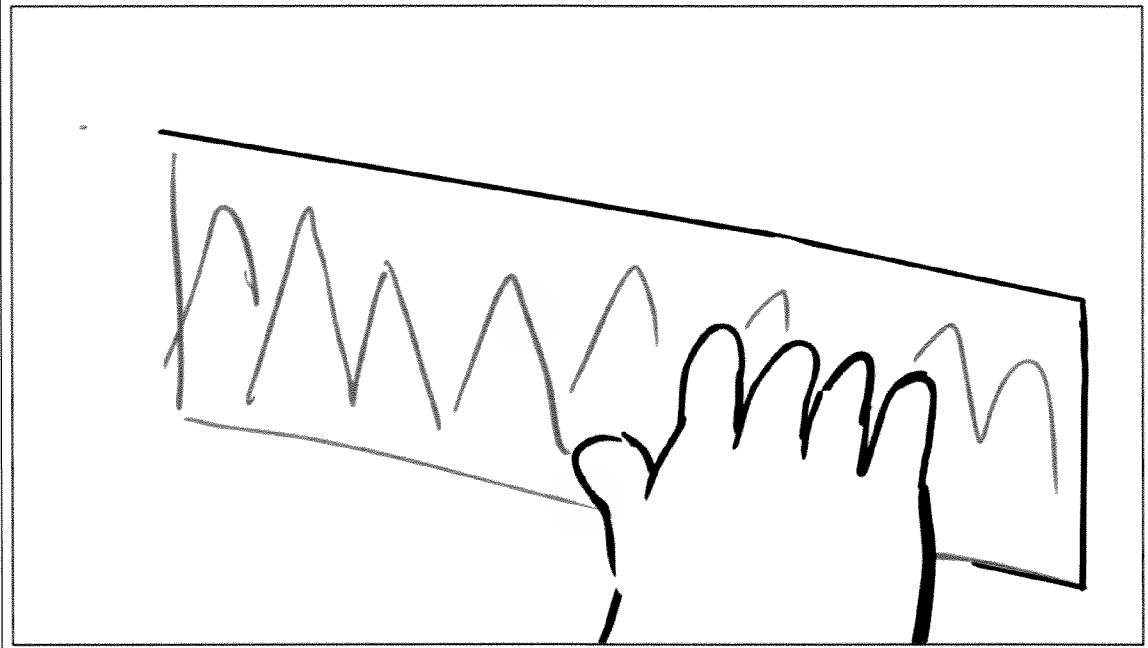
Dialog

STEVEN: IT LOOKS LIKE...

Slugging

0.14

Scene	Panel
93	2



Dialog

STEVEN: THERE'S LOTS OF TRIANGLES HIDDEN SOMEWHERE IN THIS ROOM...

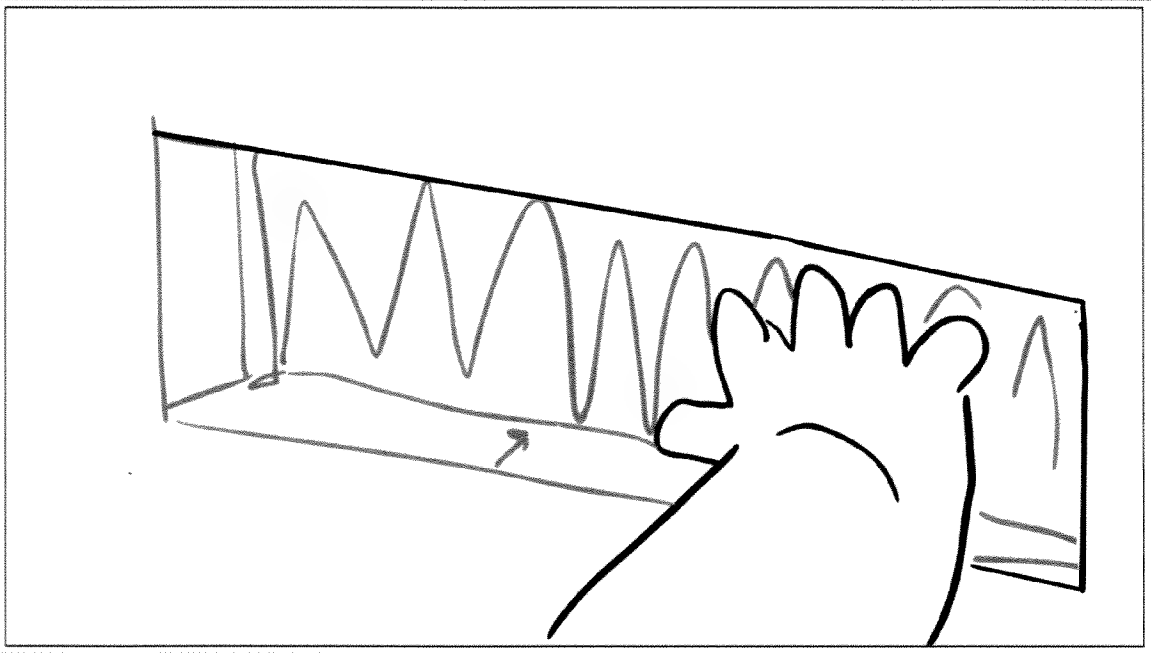
Slugging

6.02

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1020.007

Scene	Panel
93	3
<i>cont</i>	
	
<p>Action Notes</p> <p>Steven pushes panel into the wall</p>	
<p>Slugging</p> <p>1.06</p>	

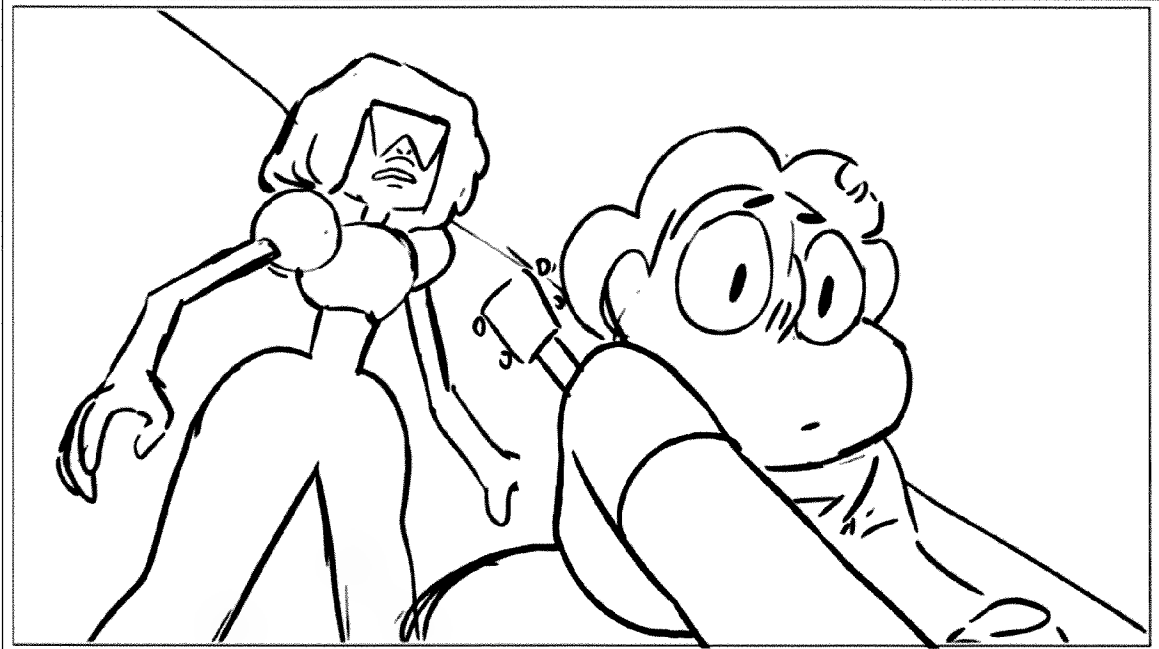
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1020.007

1020.007

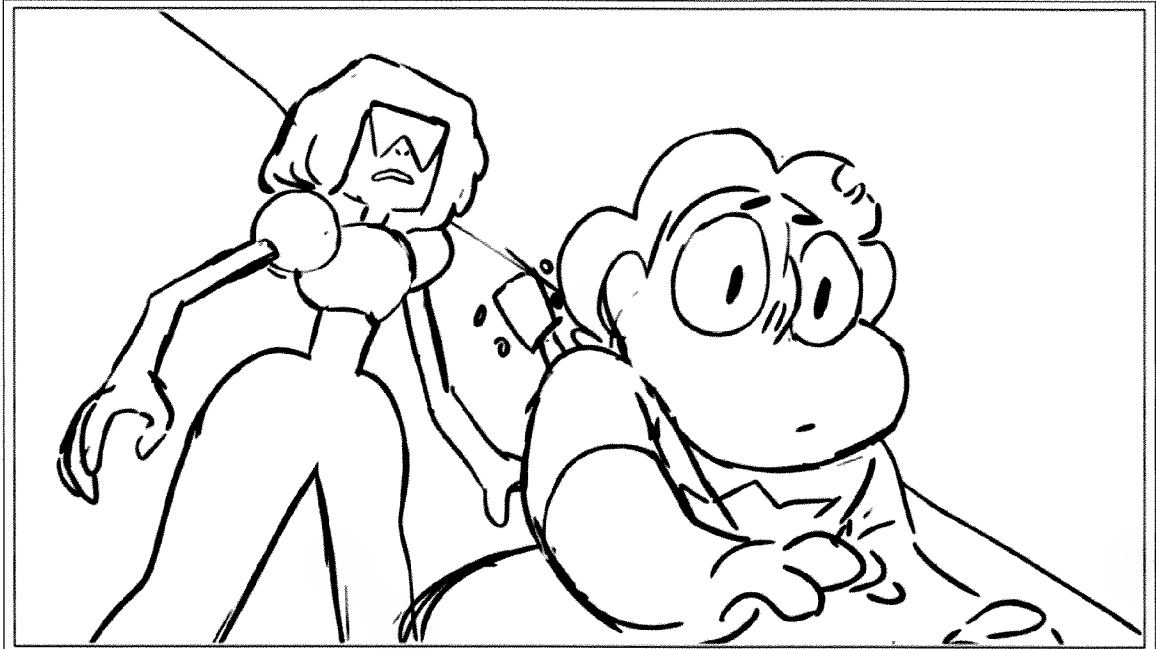
1020.007

Scene	Panel
94	1



Slugging  
Panels 1 + 2 = 0.04

Scene	Panel
94	2



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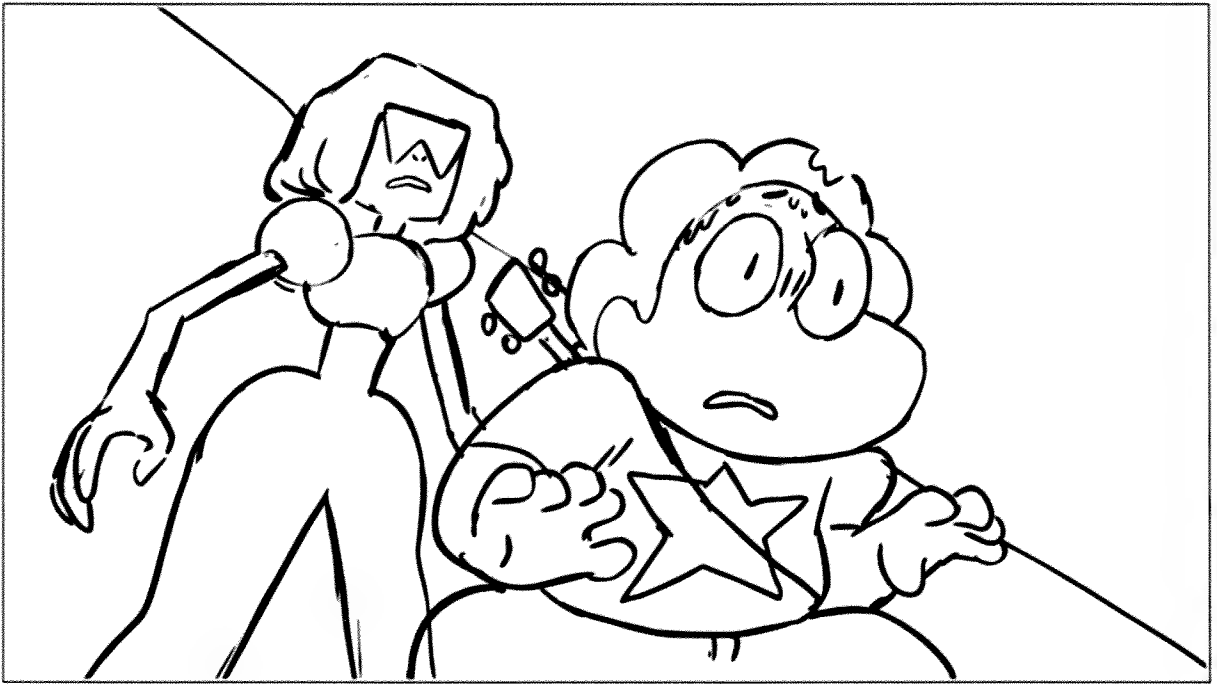
1020.007

1020.007

1020.007

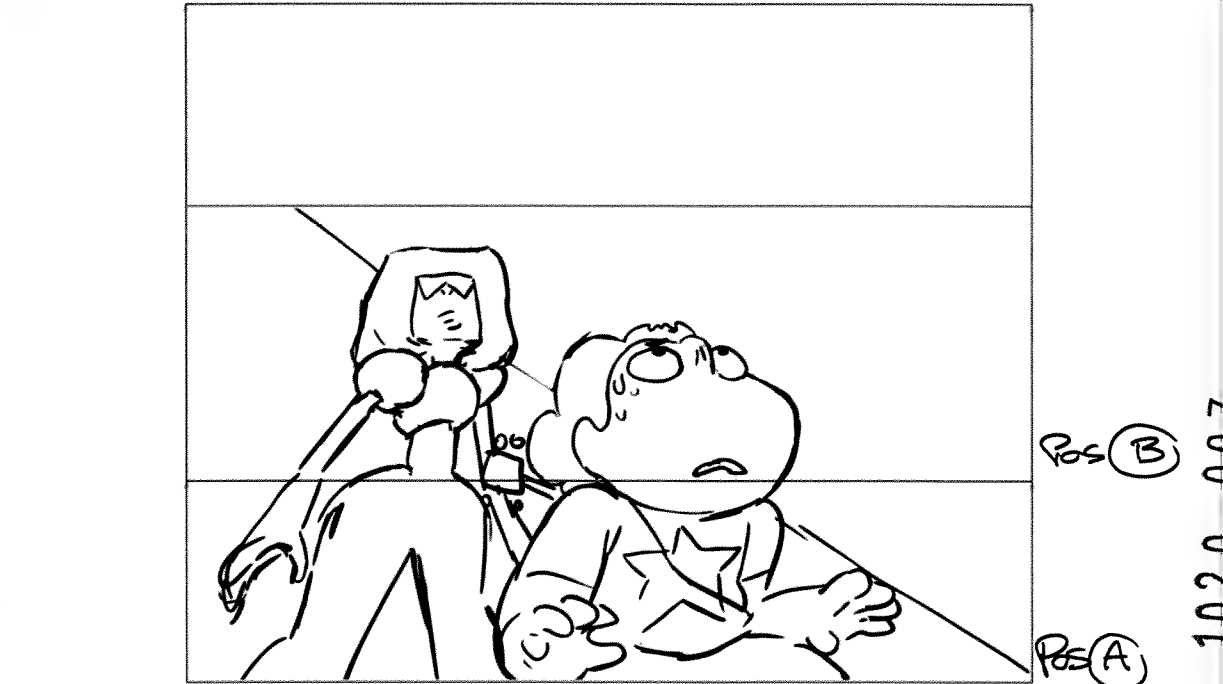


Scene	Panel
94	3
CONT	



Slugging  
0.14

Scene	Panel
94	4
CONT	



Slugging  
0.09

HOLD then quick ADJ at the end.

Notes  
Garnet grows, double check her pose.

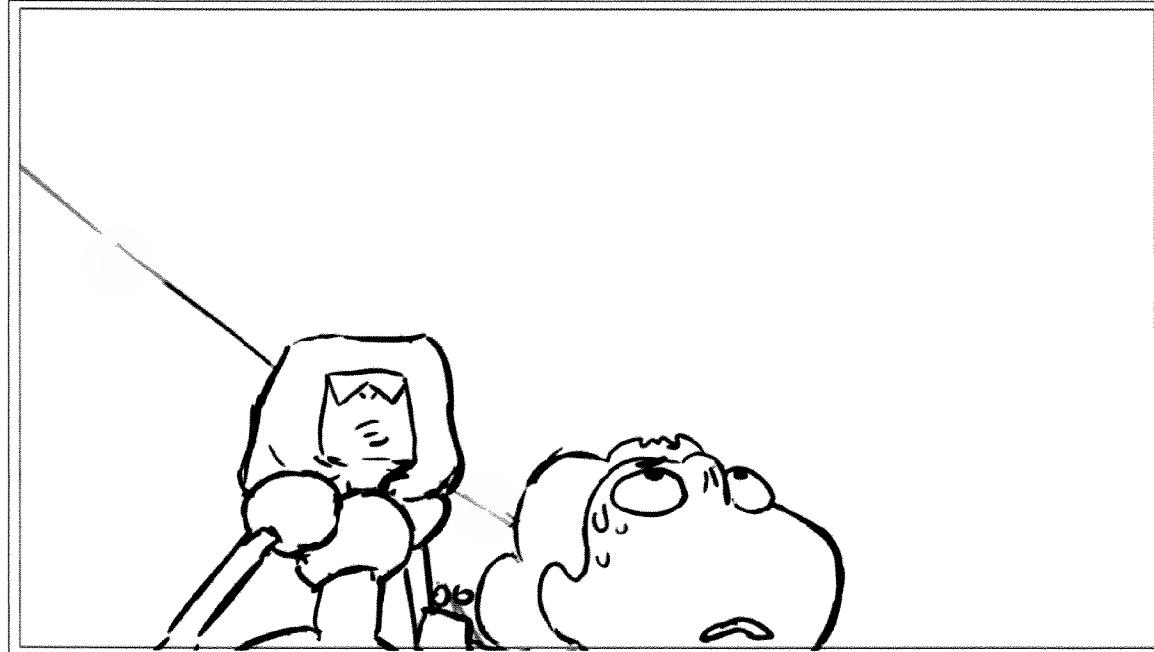
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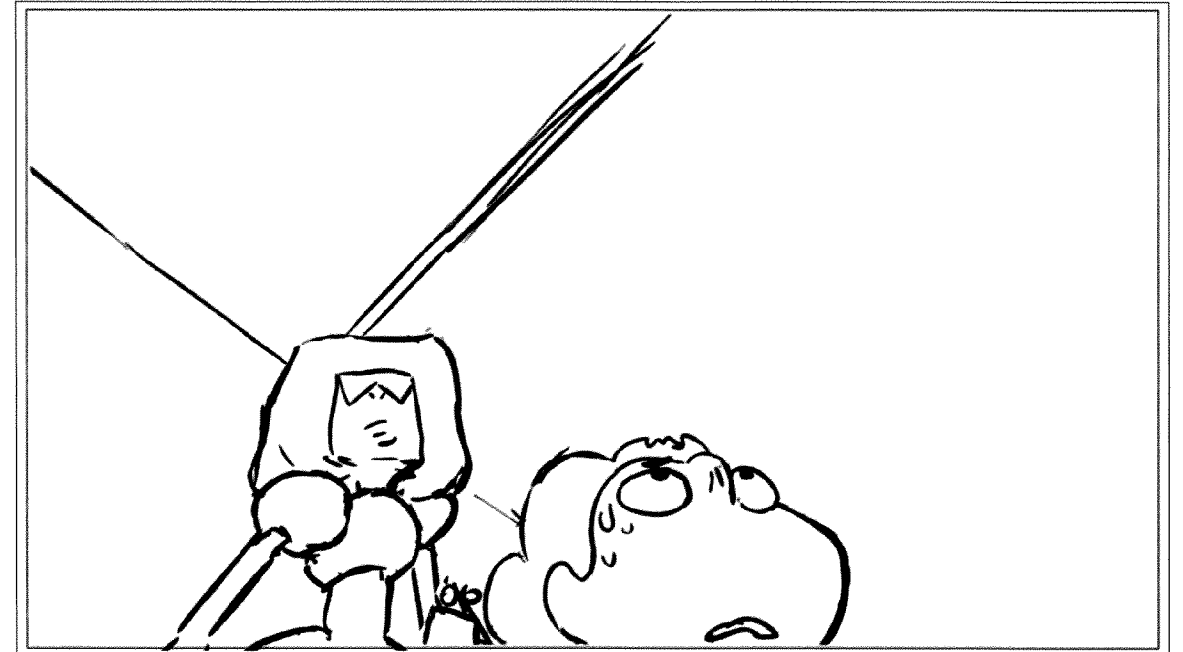
1020-007

Scene	Panel
94	5



Slugging  
0.06

Scene	Panel
94	6



Action Notes  
Panel opens up in ceiling above Garnet and Steven

Slugging  
0.06

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Scene

94

Panel

7



Action Notes

Ceiling opens up to expose spikes above Garnet and Steven

Slugging

0.15

Scene

94

Panel

8



Dialog

GARNET: RUN!!

Slugging

1.01

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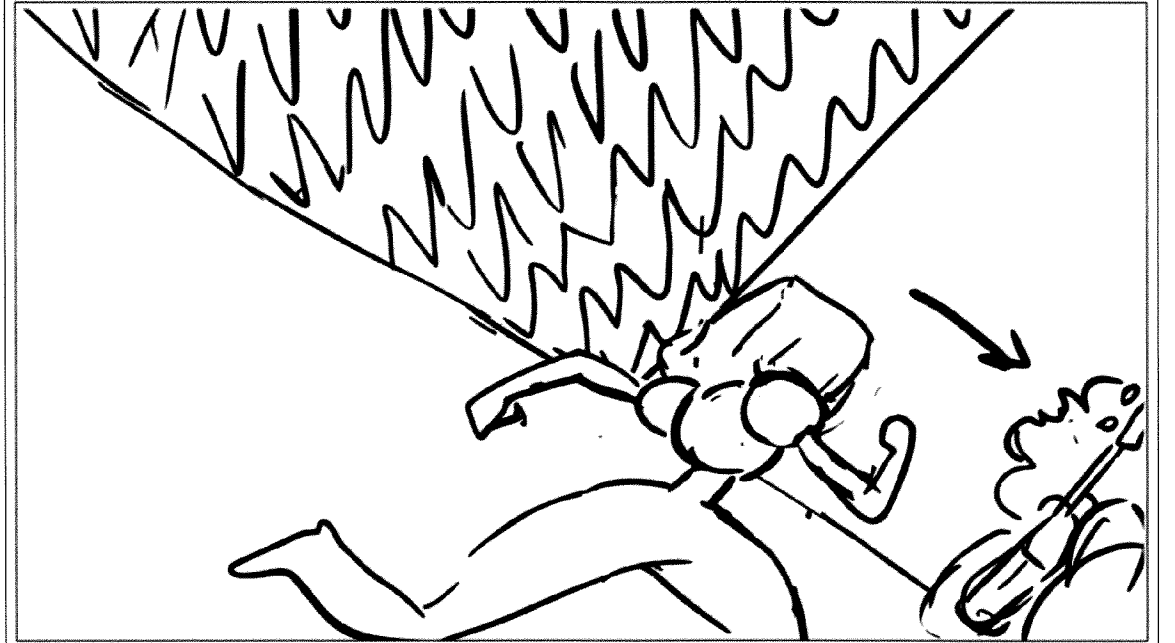
Quick ADJ then HOLD.

Scene	Panel
94	cont
9	



Slugging  
0.06

Scene	Panel
94	cont
10	



Slugging  
0.06

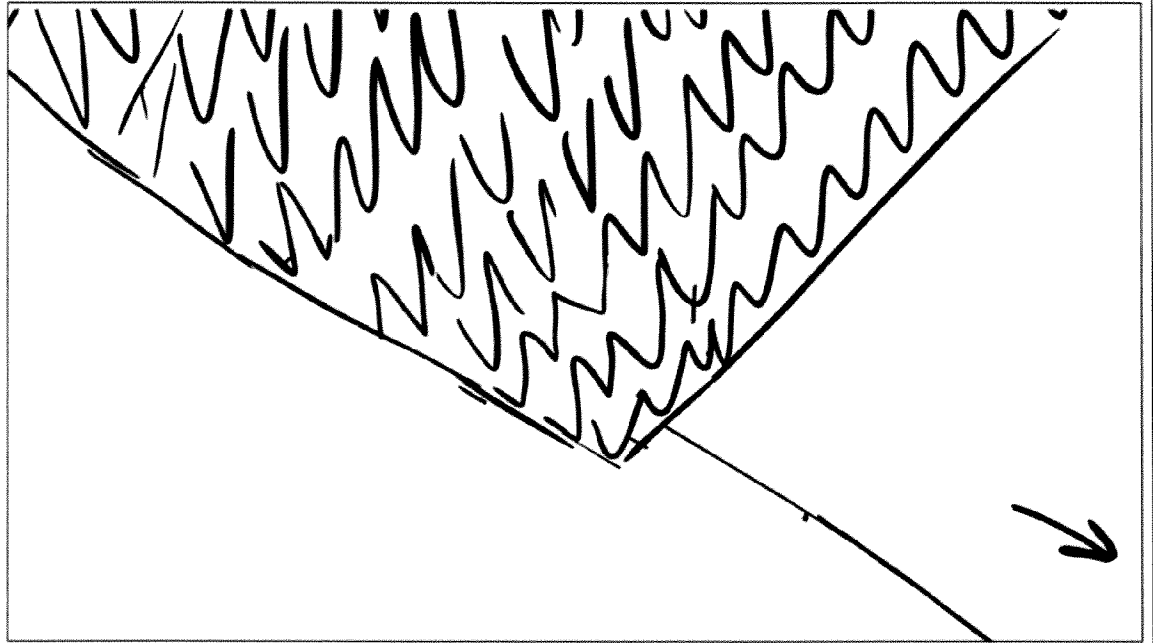
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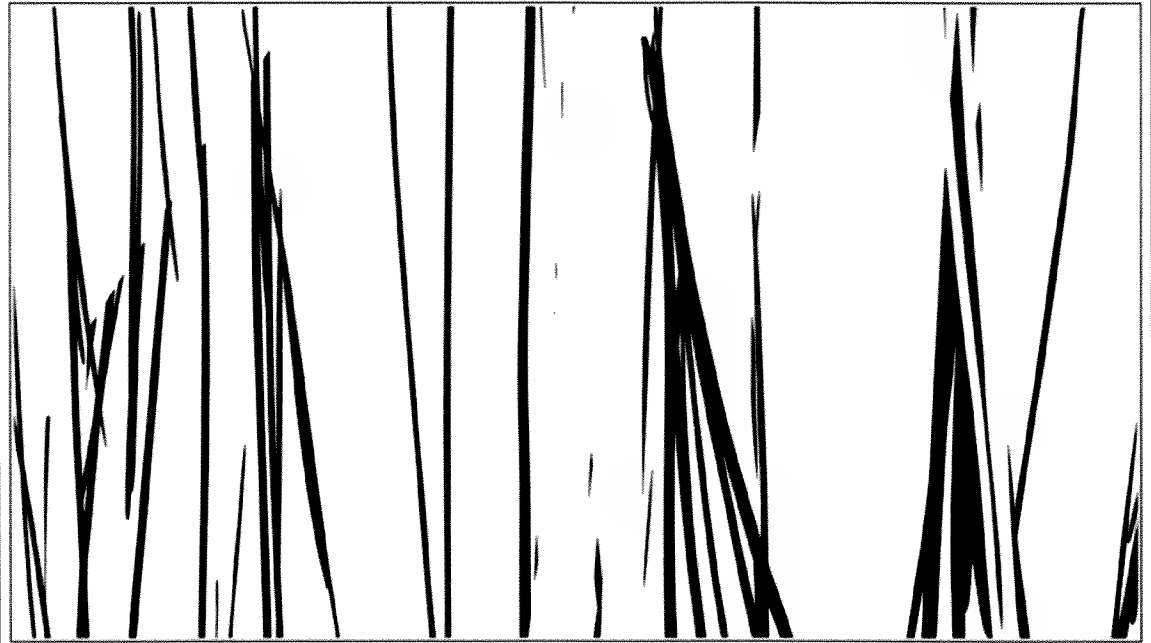
Scene	Panel
94	11



Action Notes  
Spikes come down from ceiling

Slugging  
0.05

Scene	Panel
94	12



Action Notes  
Spikes come down past camera

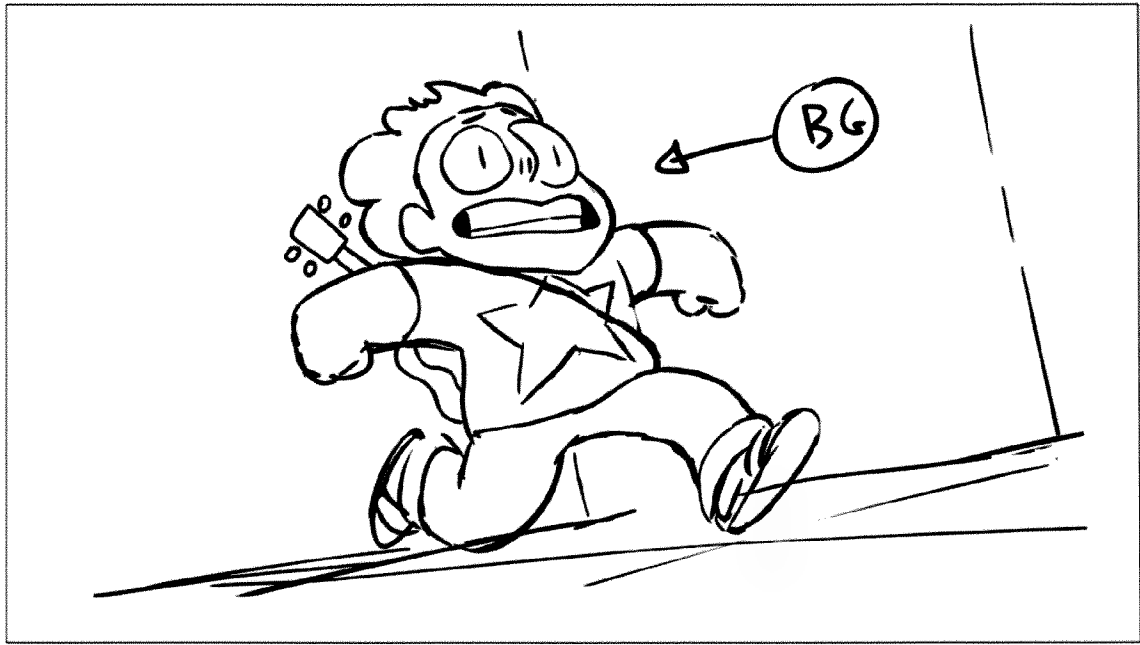
Slugging  
0.08

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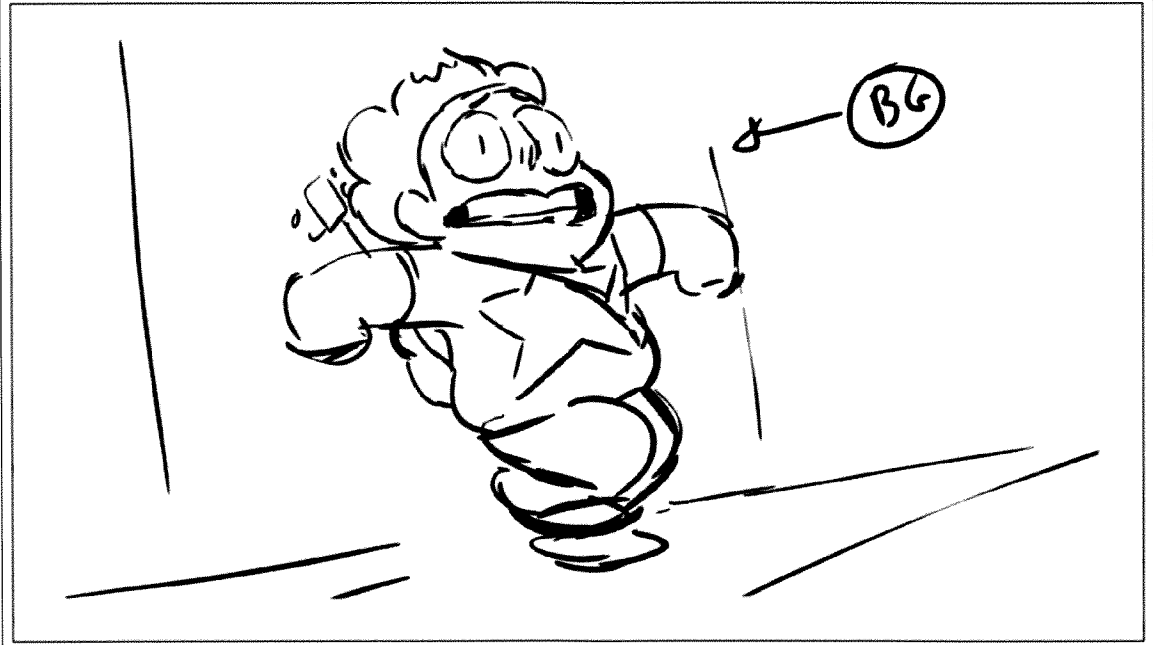
Scene	Panel
95	1



Action Notes  
Background moves screen right to left.

Slugging  
0.06

Scene	Panel
95	2



Action Notes  
Background moves screen right to left.

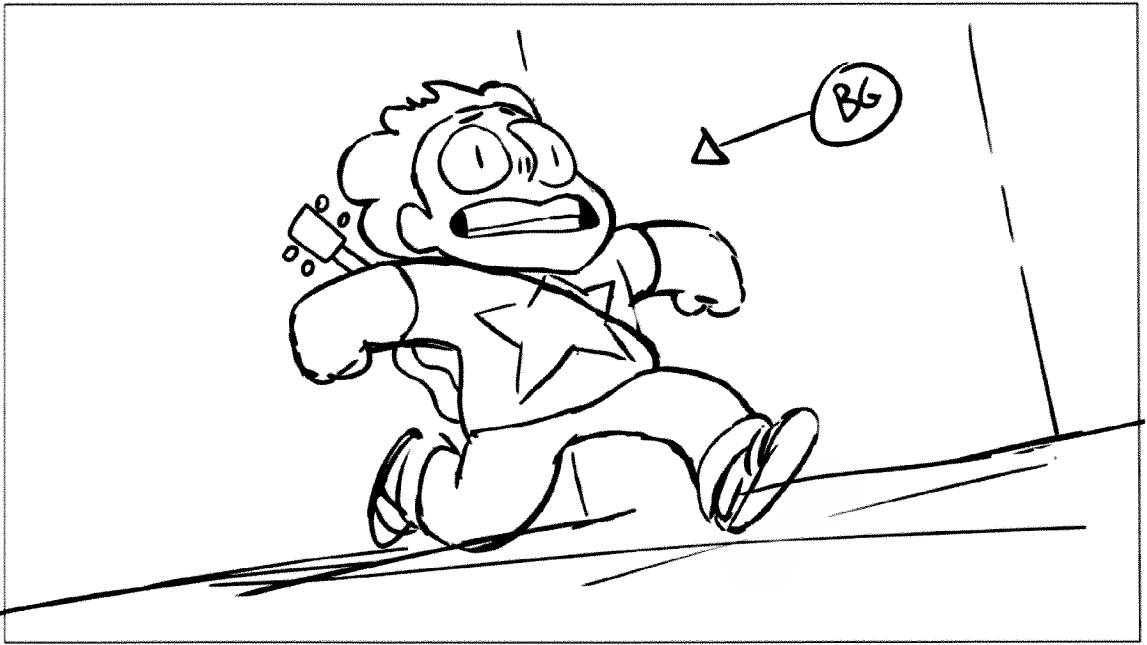
Slugging  
0.06

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Scene 95 Panel 3  
CONT



Action Notes  
Background moves screen right to left.

Slugging  
0.06

Scene 95 Panel 4  
CONT



Action Notes  
Background stops

Slugging  
0.10  
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1020-007

Scene	Panel
95	CONT 5
<p>Action Notes</p> <p>Spikes comes down and catches Steven's shirt</p>	
<p>Slugging</p> <p>0.05</p>	

231

Scene	Panel
95	CONT 6
<p>Dialog</p> <p>STEVEN: AHH!!</p>	
<p>Action Notes</p> <p>Steven jumps back and tears his shirt on a spike</p>	
<p>Slugging</p> <p>0.08</p>	

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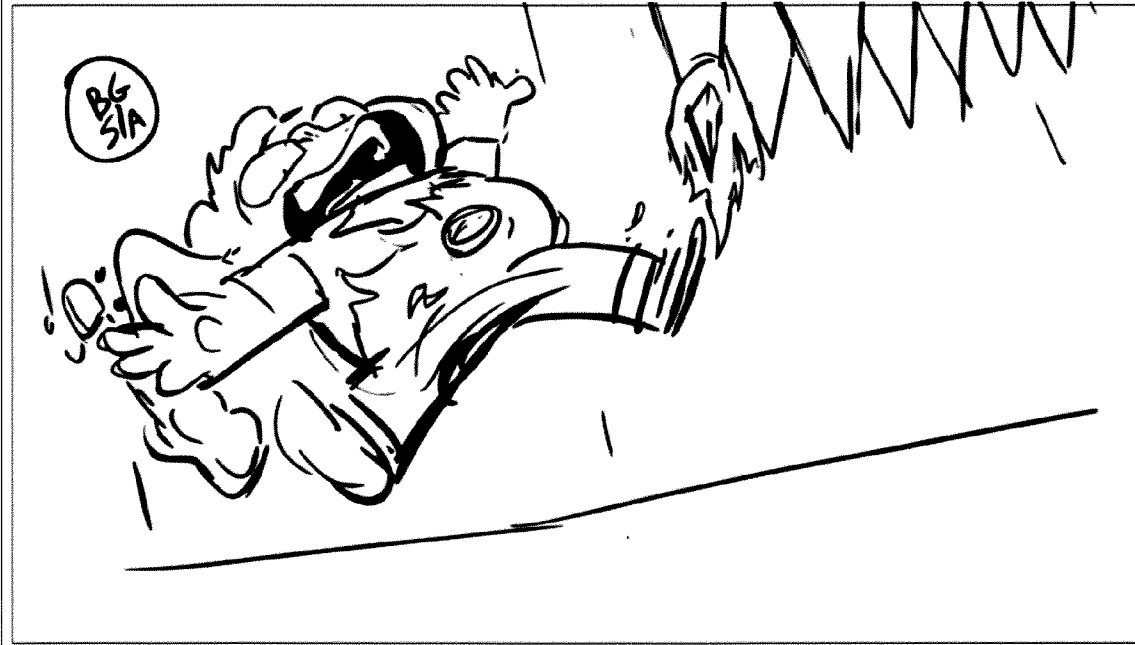
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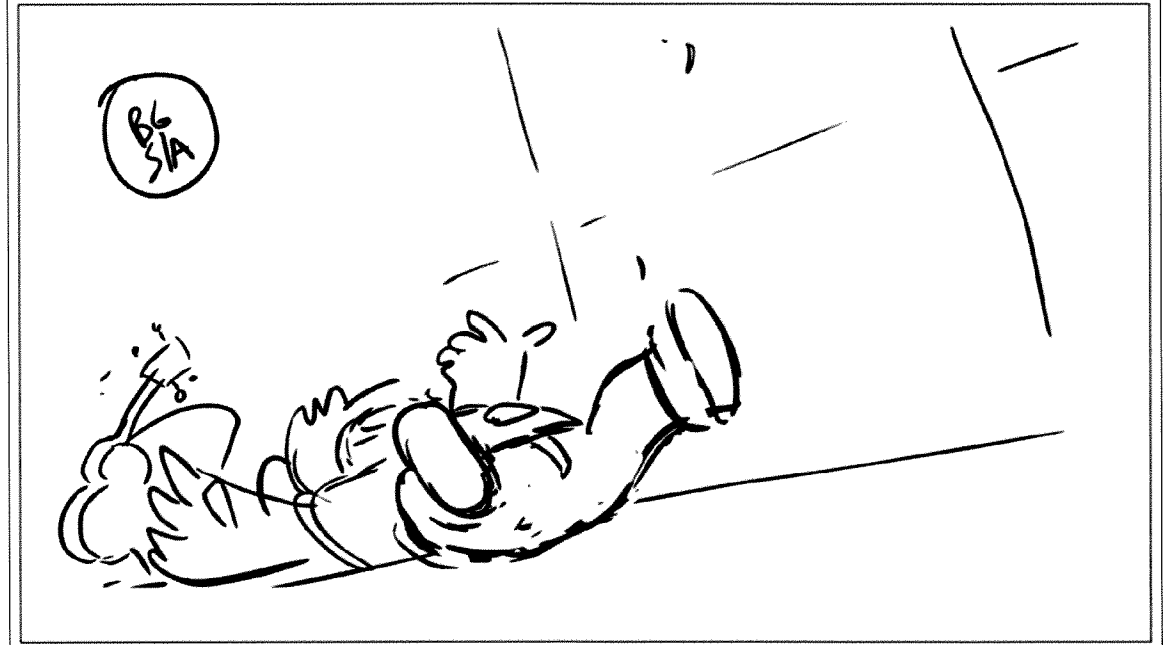
Scene	Panel
95	CONT 7



Action Notes  
Steven falls backwards

Slugging  
0.05

Scene	Panel
95	CONT 8



Slugging  
0.04

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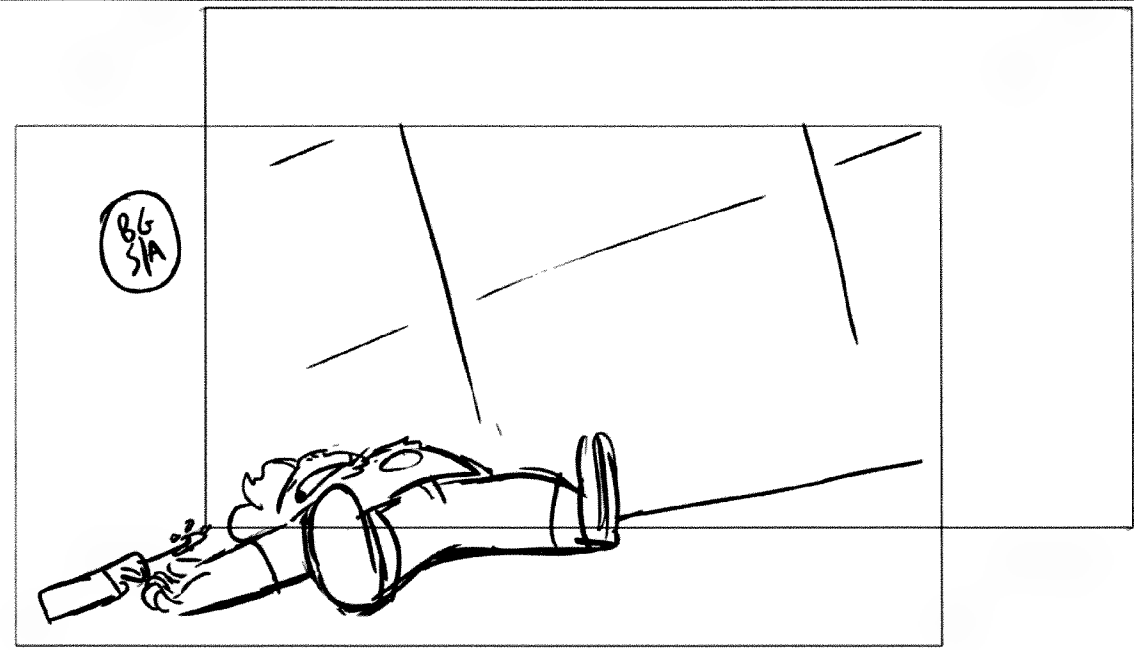
1020.007

1020.007

1020.007

233

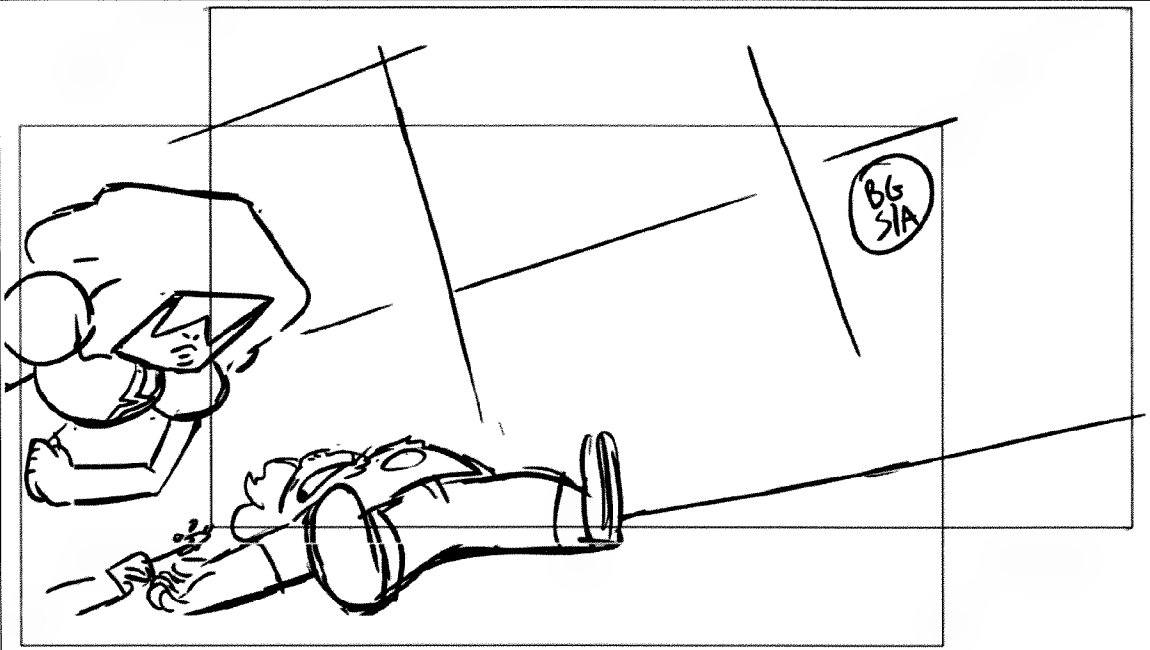
Scene 95 *CONT* Panel 9



Slugging  
ADJ: 0.06

ADJ through panel 9 to 12.

Scene 95 *CONT* Panel 10



Slugging  
ADJ: 0.05

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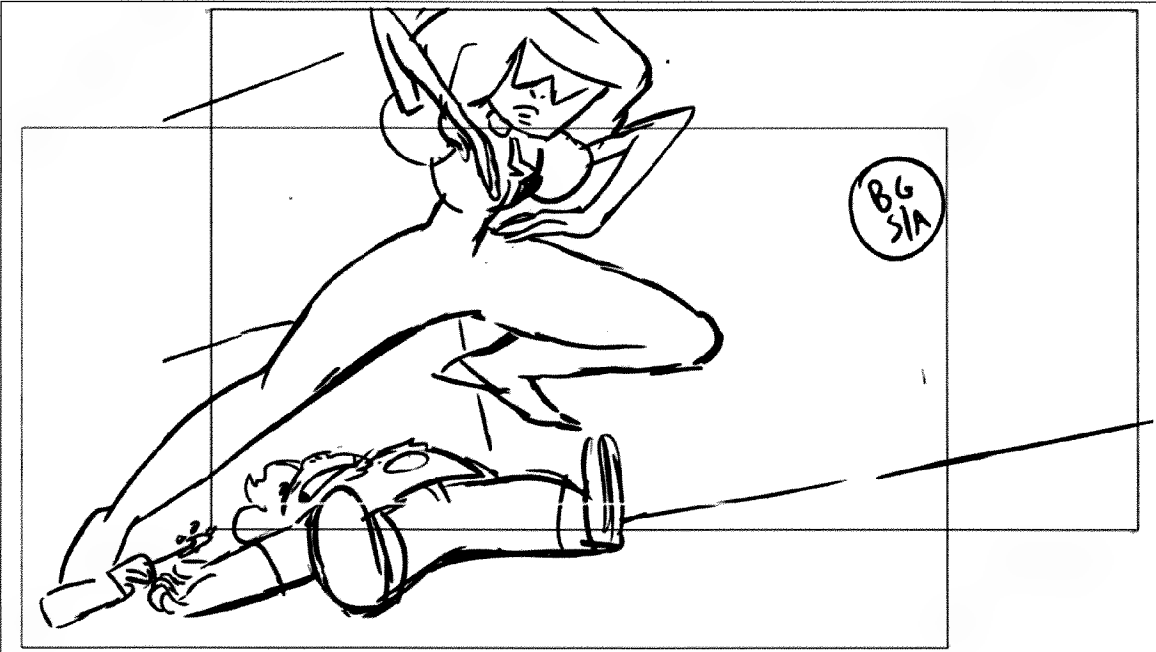
1020.007

1020.007

1020.007

1020.007

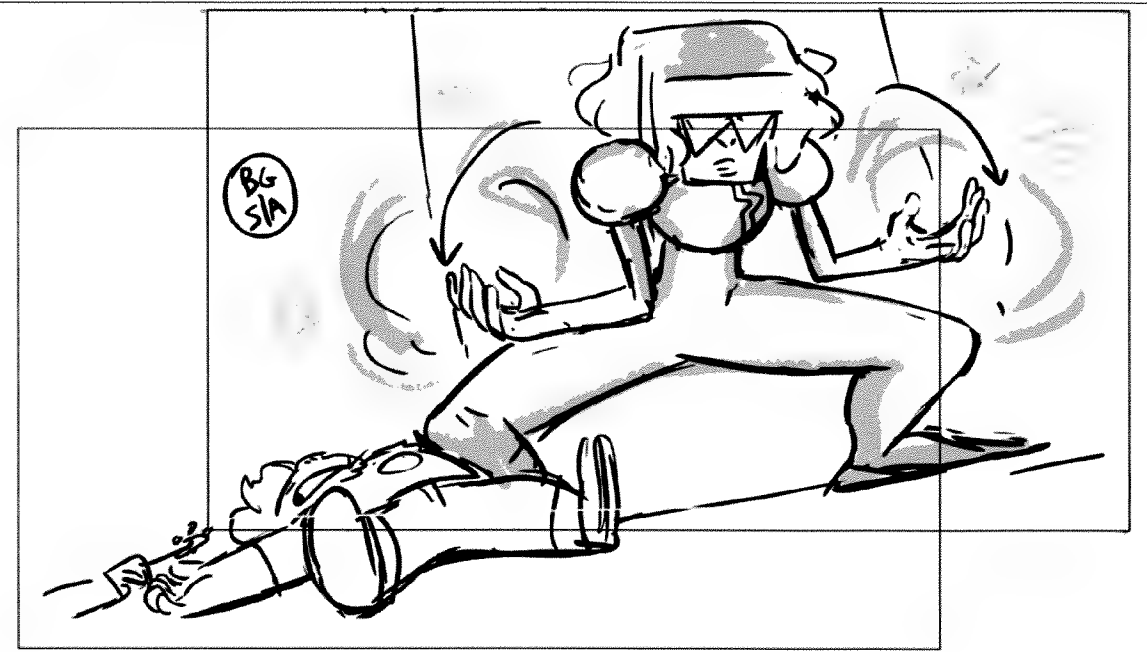
Scene	Panel	
	95	11
<i>CONT</i>		



Slugging  
ADJ: 0.05

234

Scene	Panel	
	95	12
<i>CONT</i>		



Slugging  
0.08

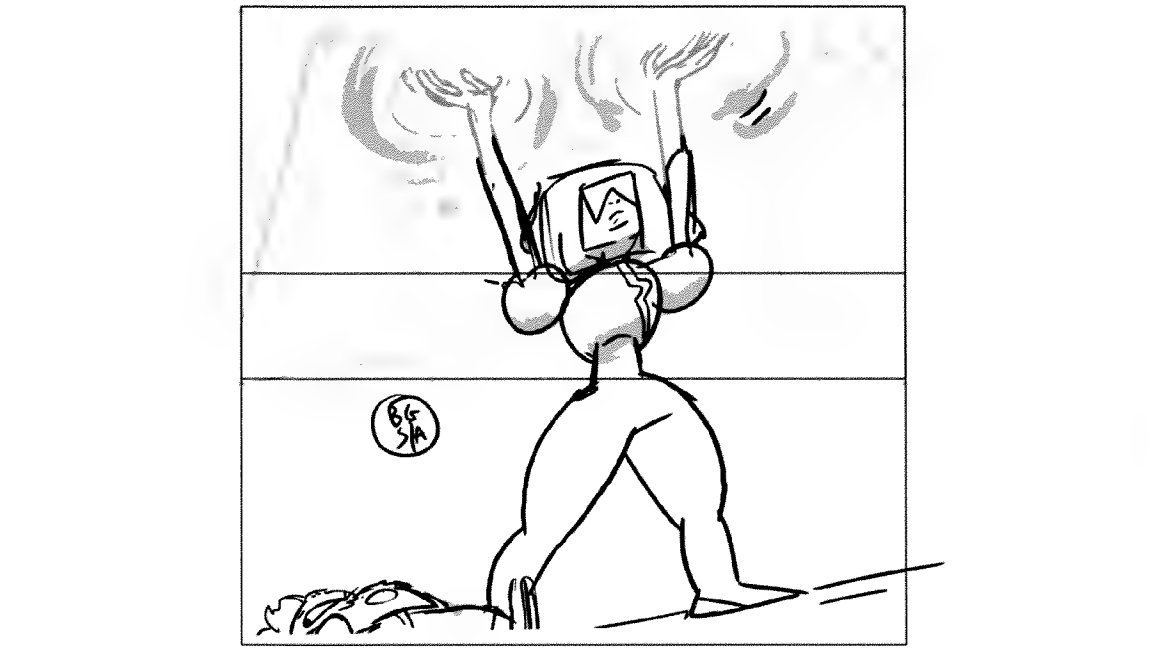
JUN 10 2013

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225

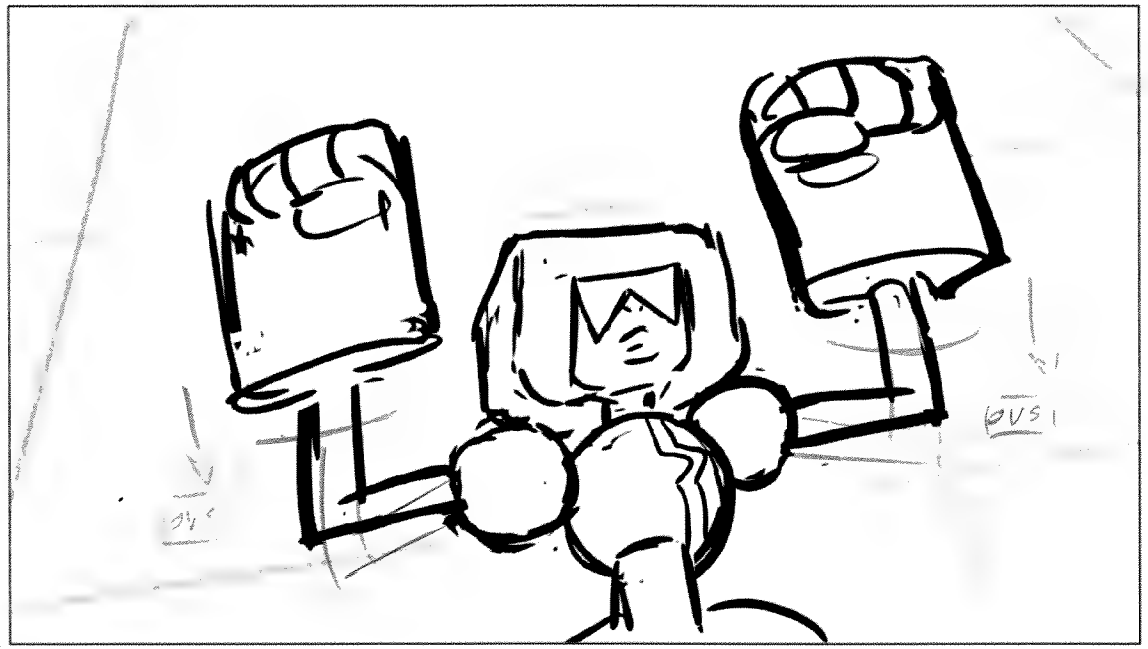
Scene	Panel	
95	CONT	13



Slugging  
0.10

Quick ADJ then HOLD.

Scene	Panel	
95	CONT	14



Slugging  
0.12

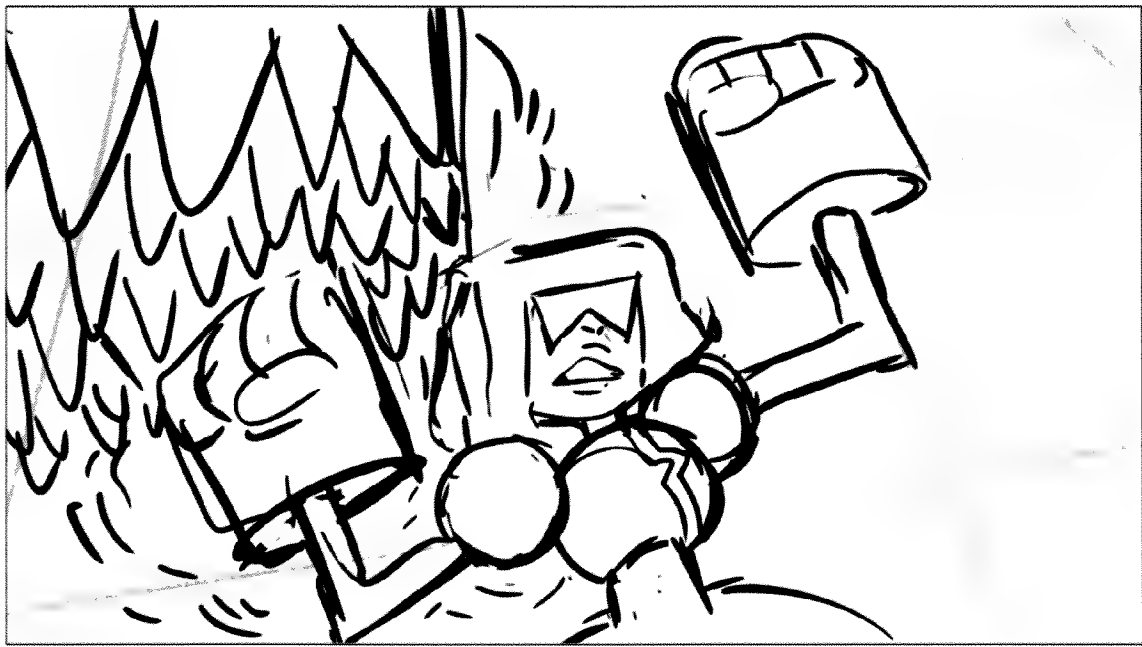
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Scene 95 Panel 15  
*CONT*



Slugging  
0.08

Scene 95 Panel 16  
*CONT*



Slugging  
0.06

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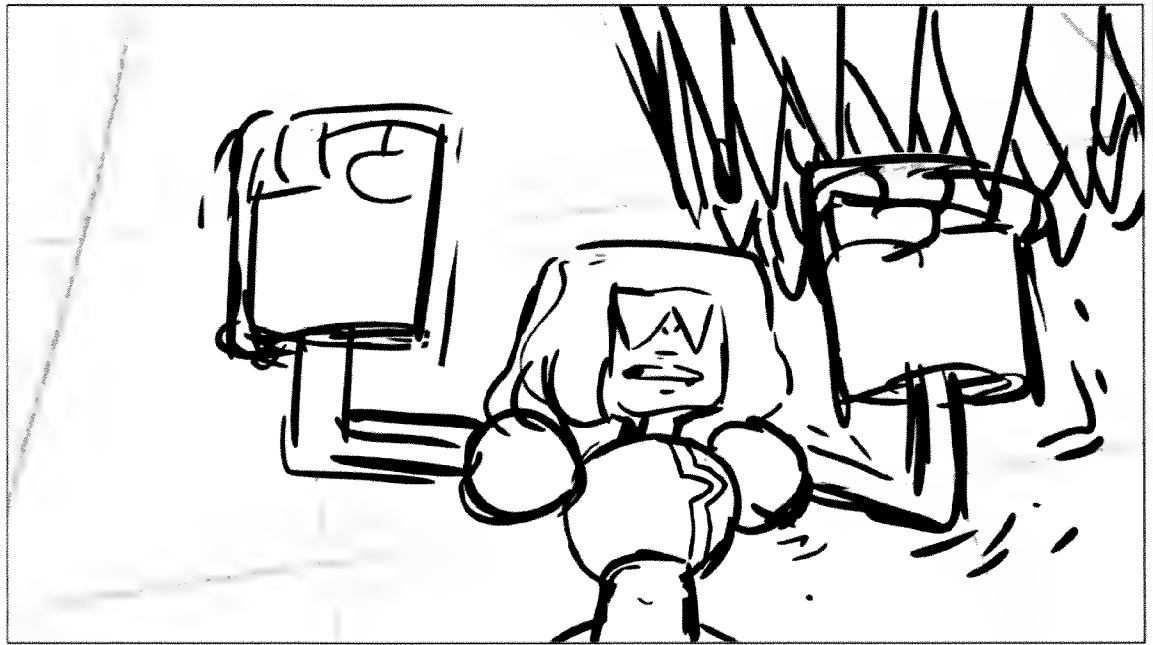
1020-007

1020-007

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Scene	Panel
95	17

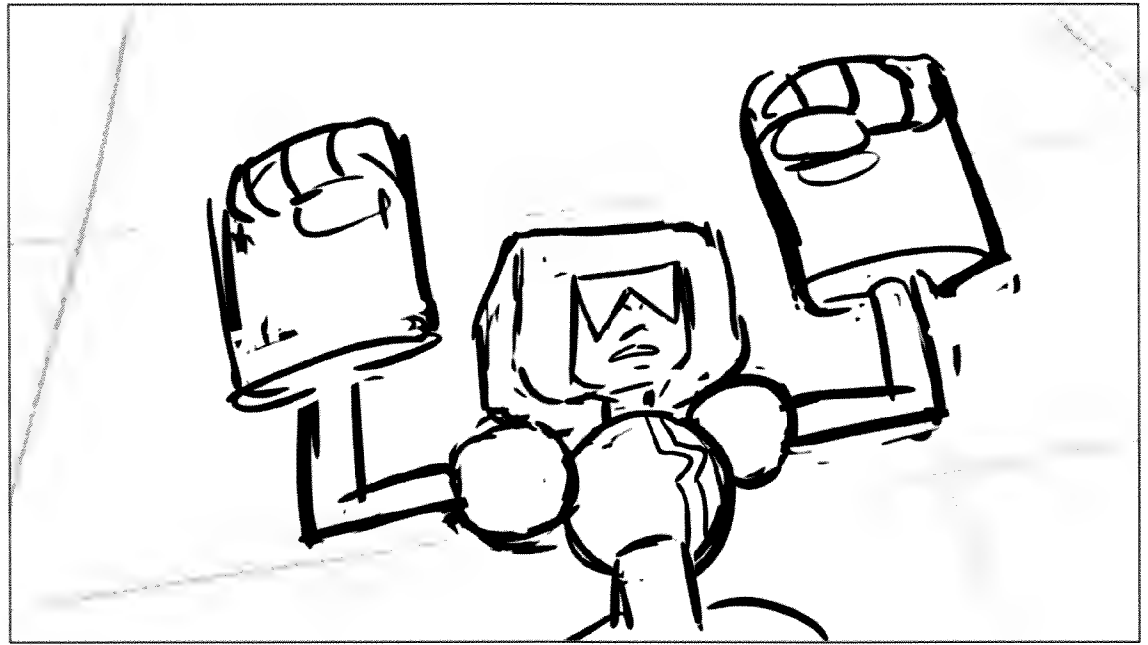
CONT



Slugging  
0.08

Scene	Panel
95	18

CONT



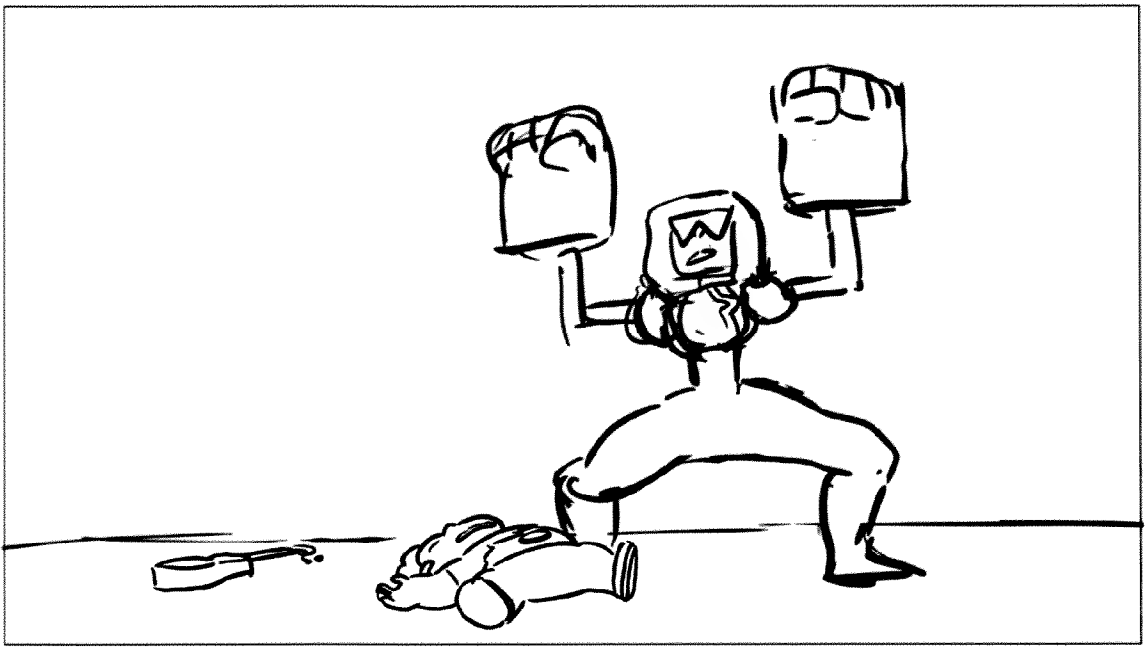
Slugging  
0.06

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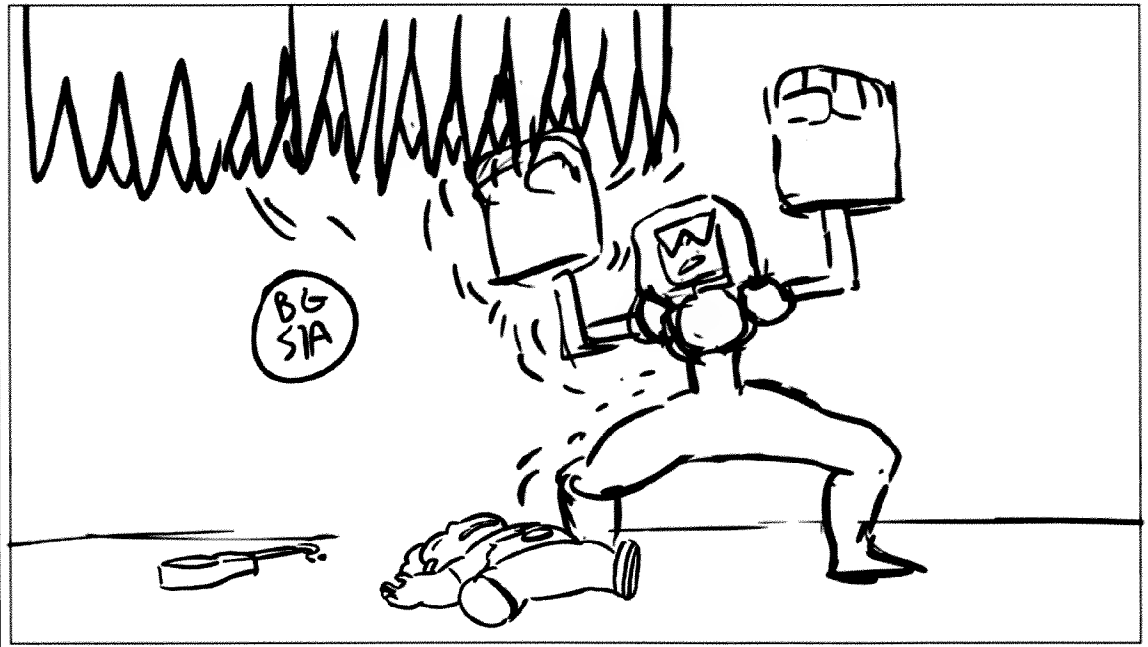
1020.007

Scene	Panel
96	1



Slugging  
0.06

Scene	Panel
96	2



Action Notes  
Spikes come down on Garnet's right hand

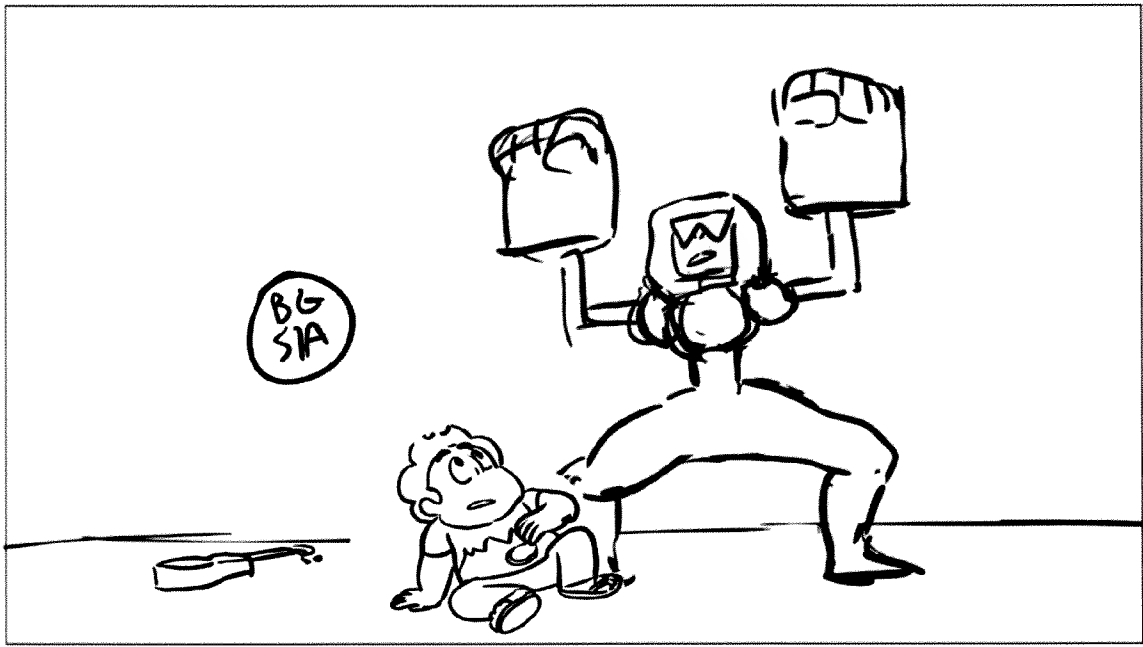
Slugging  
0.08

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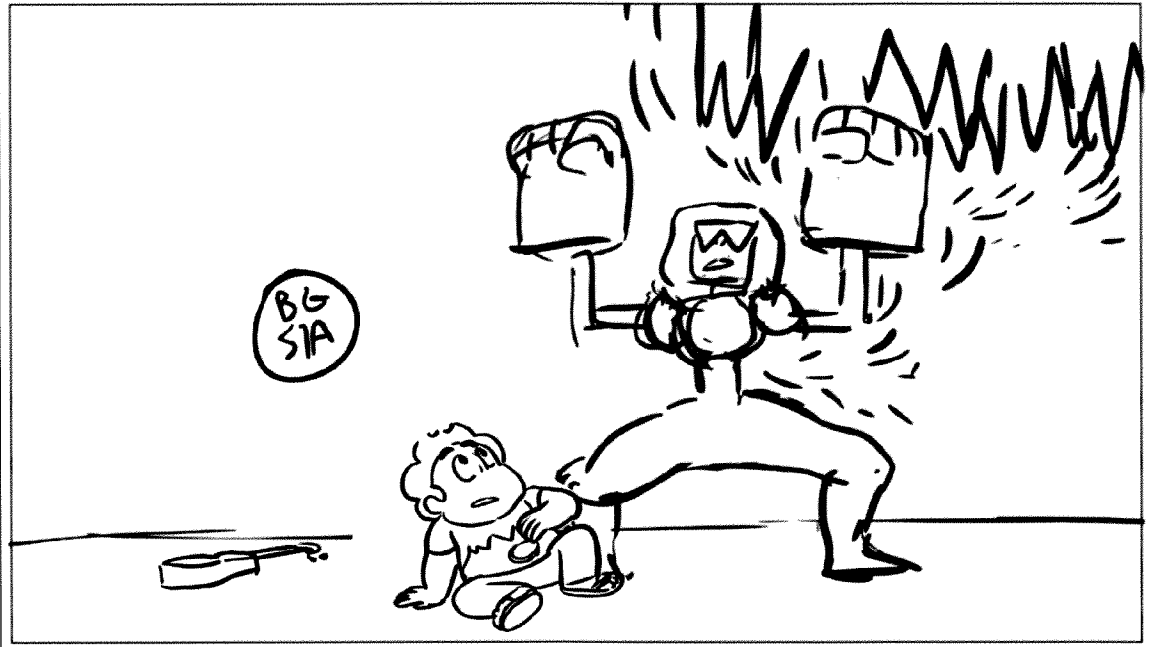
1020-007

Scene 96 Panel 3  
CONT



Slugging  
0.06

Scene 96 Panel 4  
CONT



Action Notes  
Spikes come down on Garnet's left hand

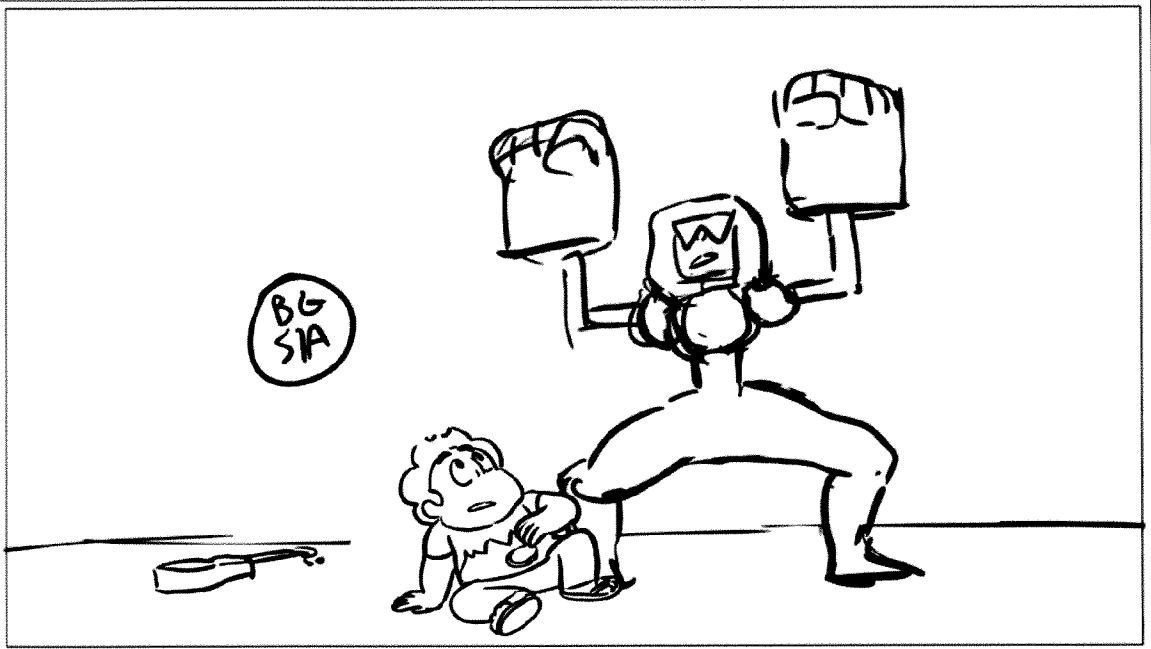
Slugging  
0.08  
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1020-007

1020-007

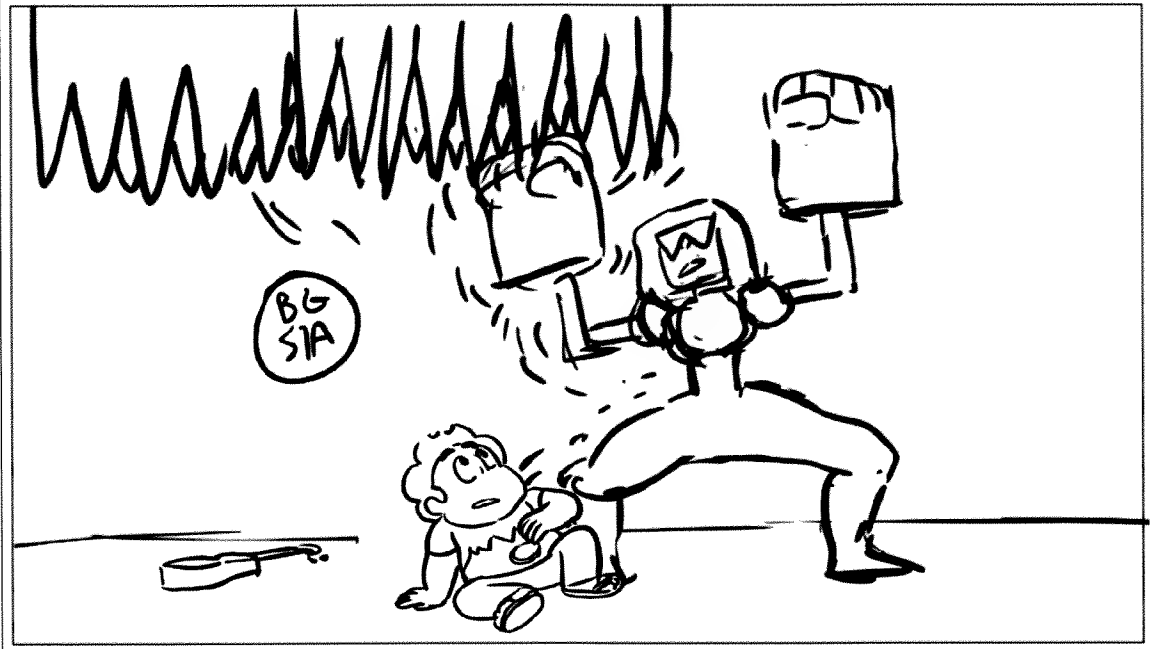


Scene 96 ~~CONT~~ Panel 5



Slugging  
0.06

Scene 96 ~~CONT~~ Panel 6



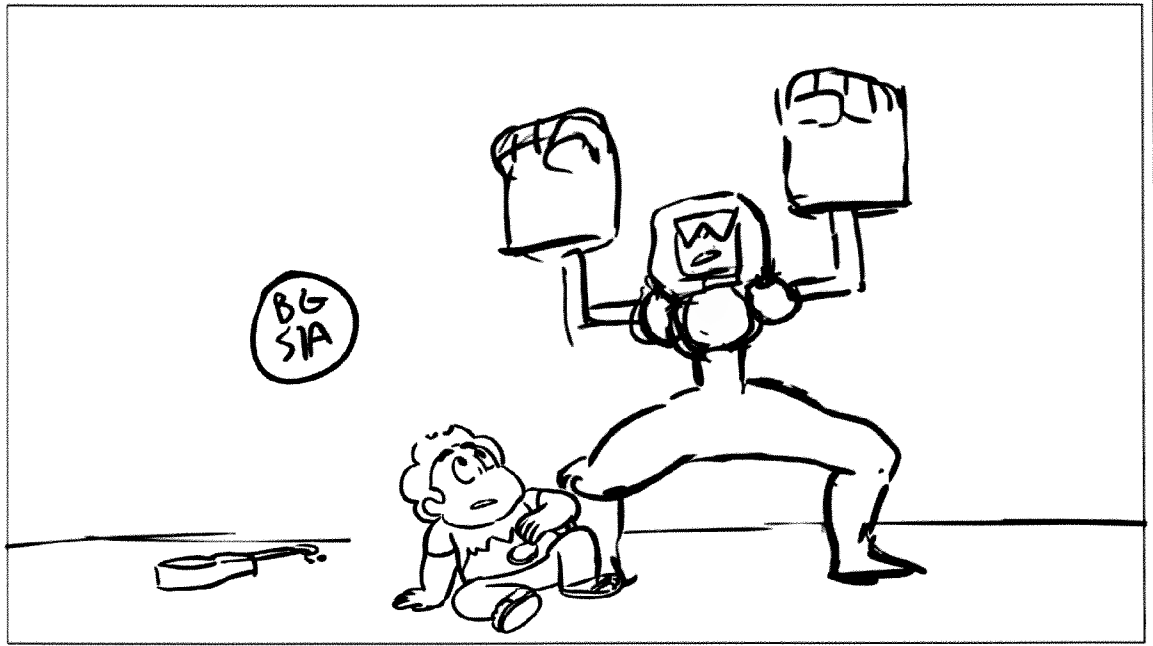
Action Notes  
Spikes come down on Garnet's right hand

Slugging  
0.08

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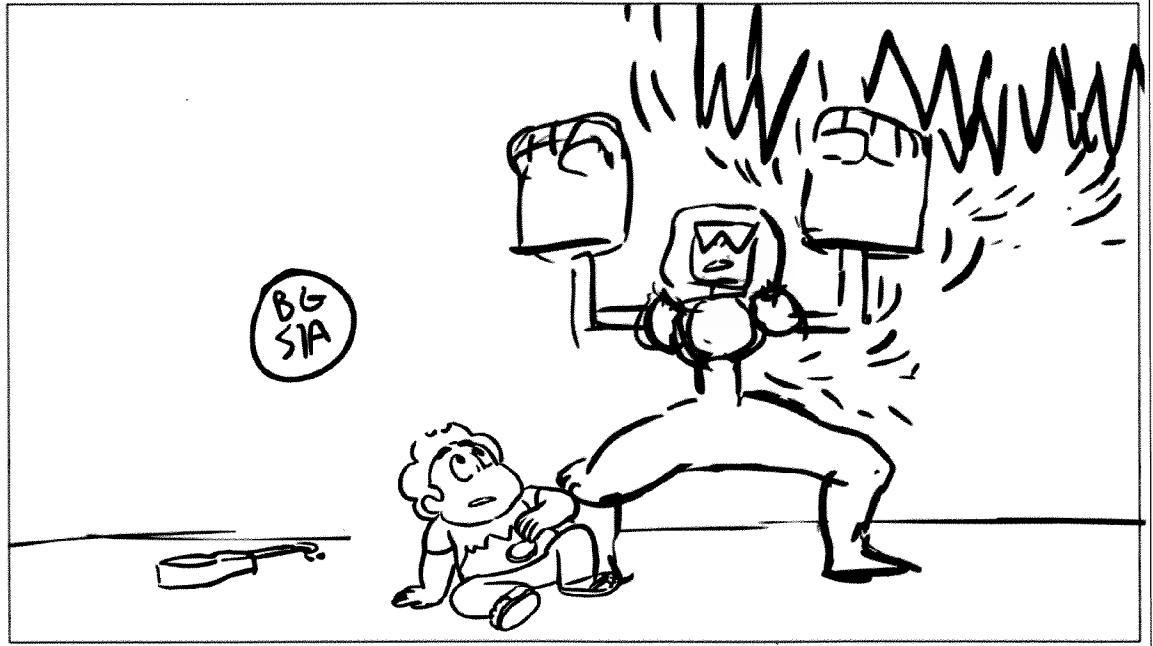
241

Scene 96 Panel 7  
*CONT*



Slugging  
0.06

Scene 96 Panel 8  
*CONT*



Action Notes  
Spikes come down on Garnet's left hand

Slugging  
0.08

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Scene	Panel
97	1



Slugging  
0.04

242

Scene	Panel
97	2



Dialog  
STEVEN: AWW, MY UKULELE...

Action Notes  
Steven notices ukulele

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Slugging  
2.10

Scene 97 *CONT* Panel 3



Slugging  
0.06

Scene 97 *CONT* Panel 4



Action Notes  
Steven starts tuning his ukulele

Slugging  
2.12  
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Scene	Panel
97	5
<p>Dialog</p> <p>GARNET: STEVEN.</p>	
<p>Slugging</p> <p>1.00</p>	

Scene	Panel
98	1
<p>Dialog</p> <p>GARNET: (*STRUGGLING TO HOLD UP SPIKES) NOW IS PROBABLY NOT THE BEST TIME FOR THAT.</p>	
<p>Slugging</p> <p>4.15</p> <p>JUN 1 0 2013</p>	

Scene	Panel
99	1



Slugging  
0.12

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1020.007

1020.007

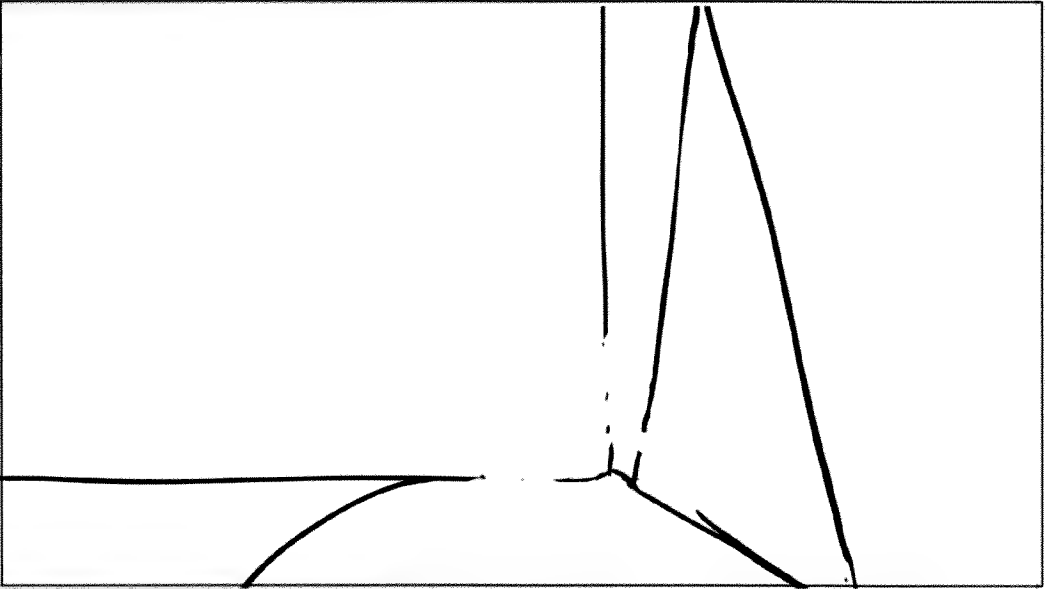
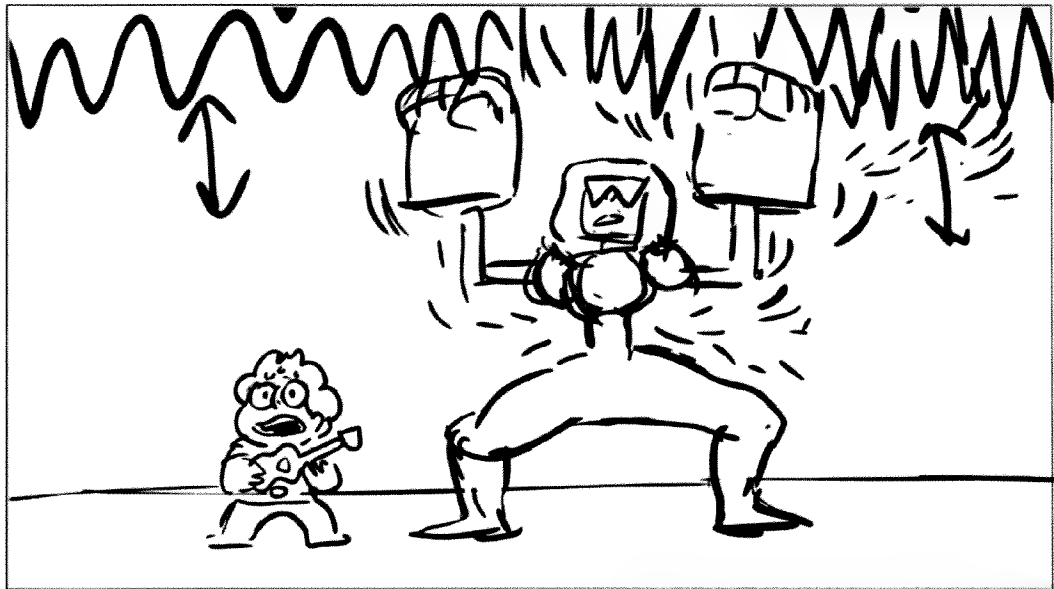
Scene

99

Panel

WNT

2



Dialog

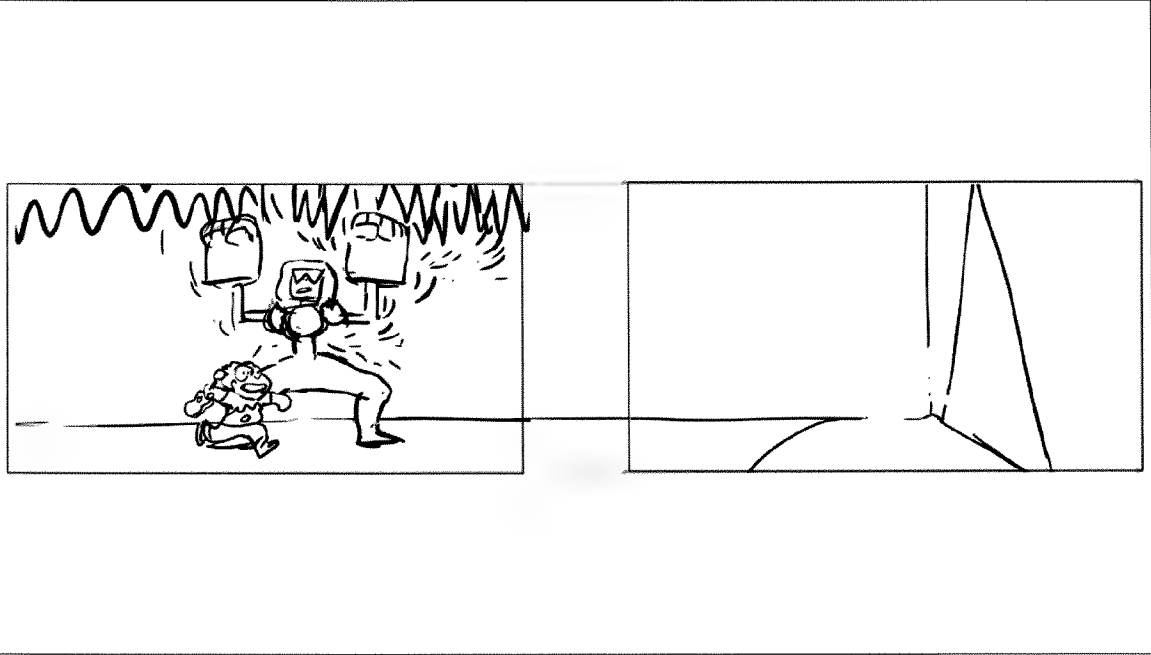
STEVEN: OH! R-RIGHT!

Slugging

HOLD 3.00

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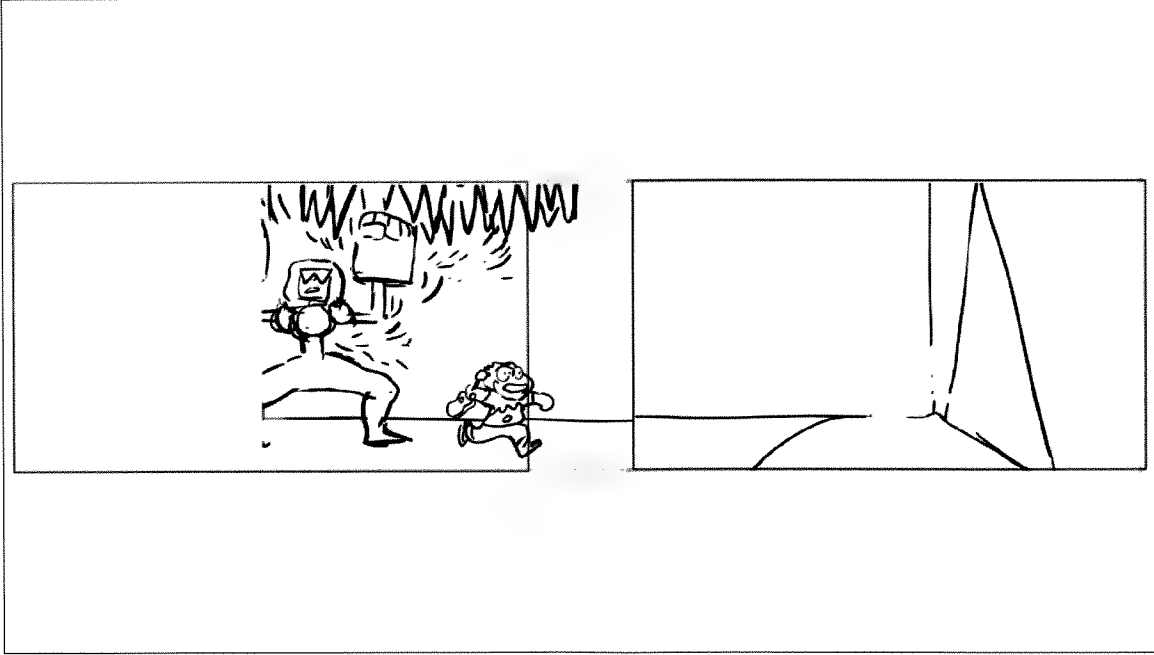
Scene	Panel
99	CONT 3



Slugging  
HOLD 0.09

ADJ through panel 3 to 6.

Scene	Panel
99	CONT 4



Action Notes  
Steven runs out from under spikes

Slugging  
ADJ 0.08

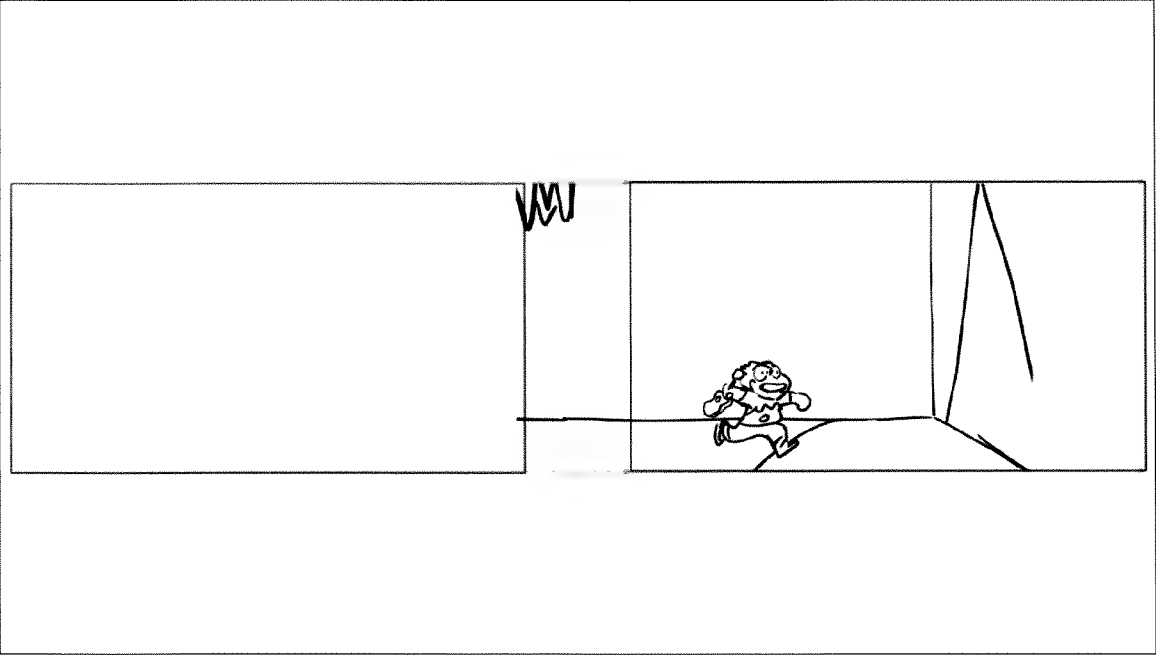
JUN 10 2013

1020.007

1020.007

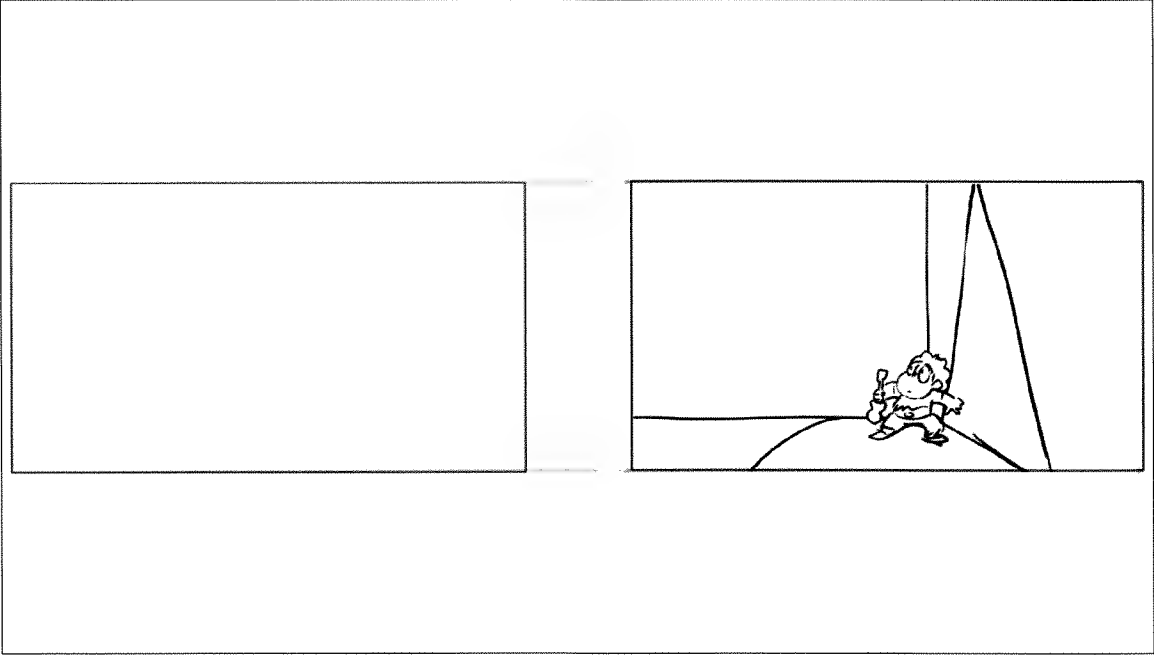


Scene 99 Panel 5  
CONT



Slugging  
ADJ 0.09

Scene 99 Panel 6  
CONT



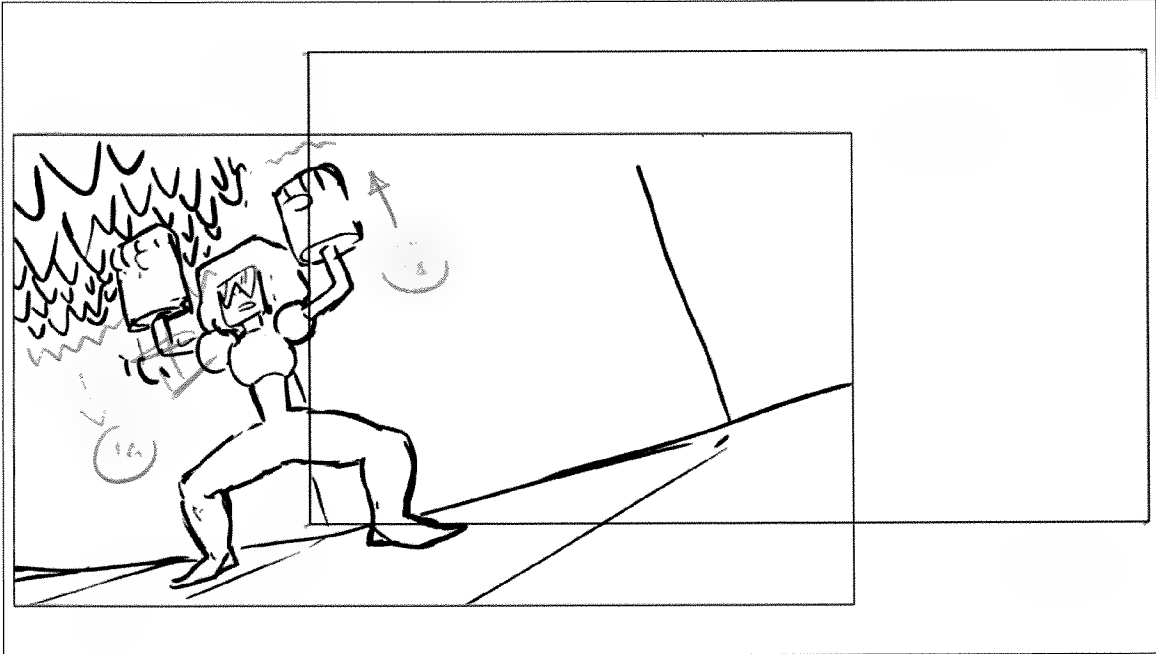
Slugging  
1.01  
ADJ then HOLD.  
  
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1020.007

1020.007

1020.007

Scene	Panel
100	1

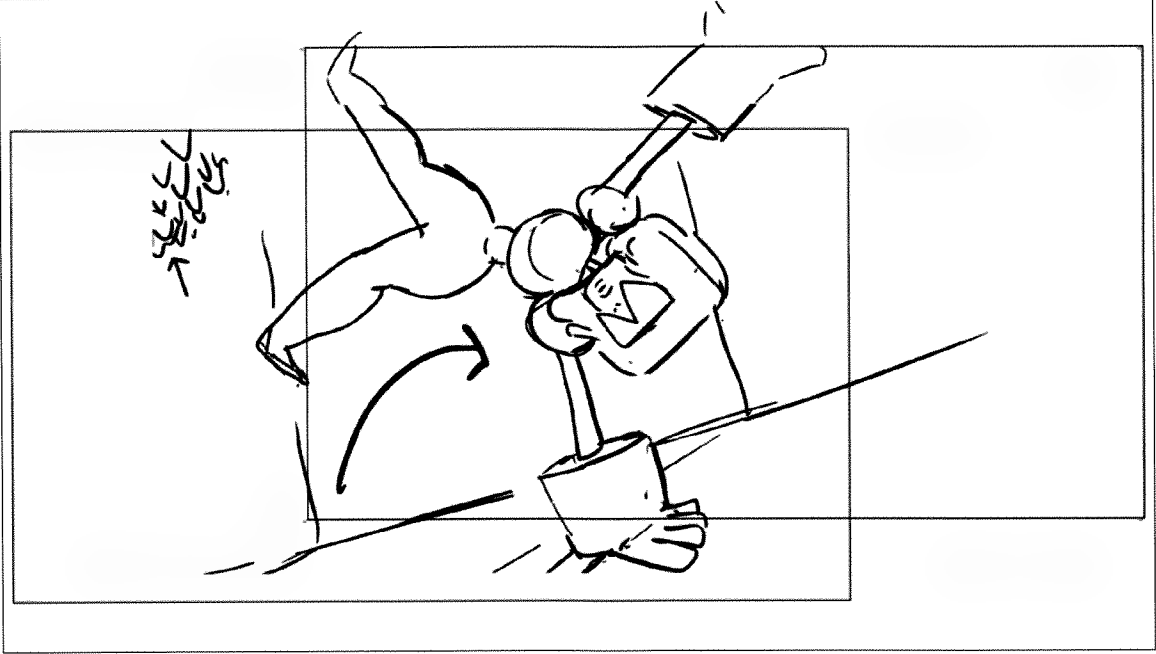


Slugging  
ADJ 0.14

ADJ through panels 1 to 5.



Scene	Panel
100	2



Dialog  
GARNET: (\*CARTWHEELING) HWAH!

Action Notes  
Spikes lift over Garnet,  
Garnet cartwheels out from under spikes

Slugging  
ADJ: 0.09

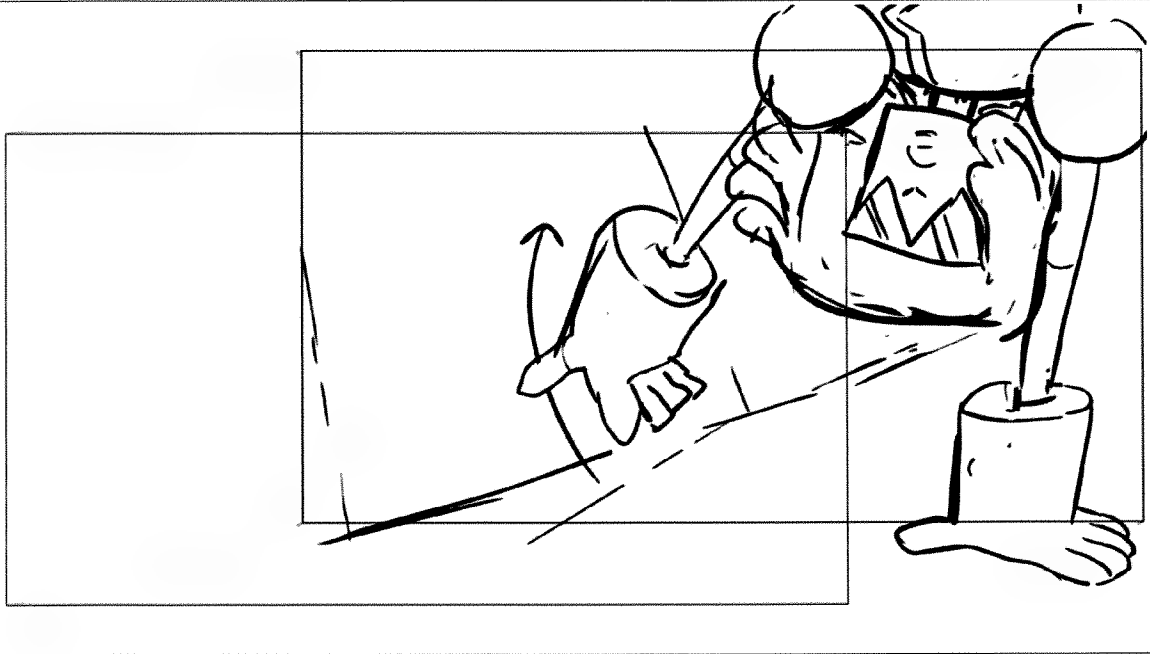
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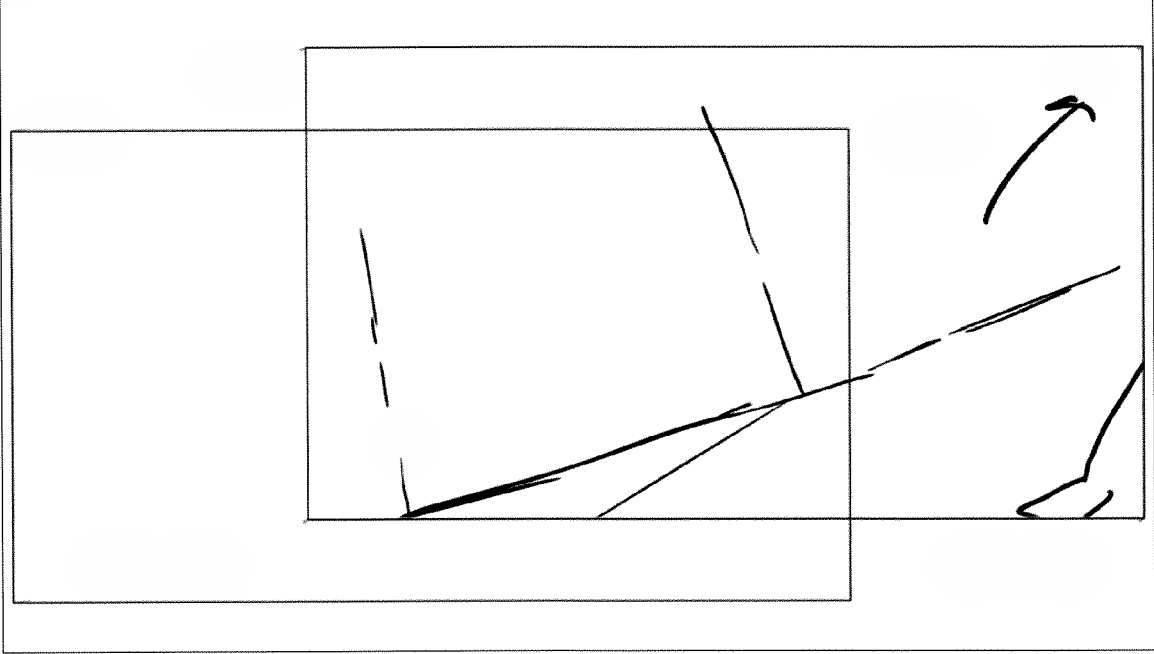
1020-007

Scene 100 Panel 3



Slugging  
ADJ: 0.09

Scene 100 Panel 4



Slugging  
ADJ: 0.10

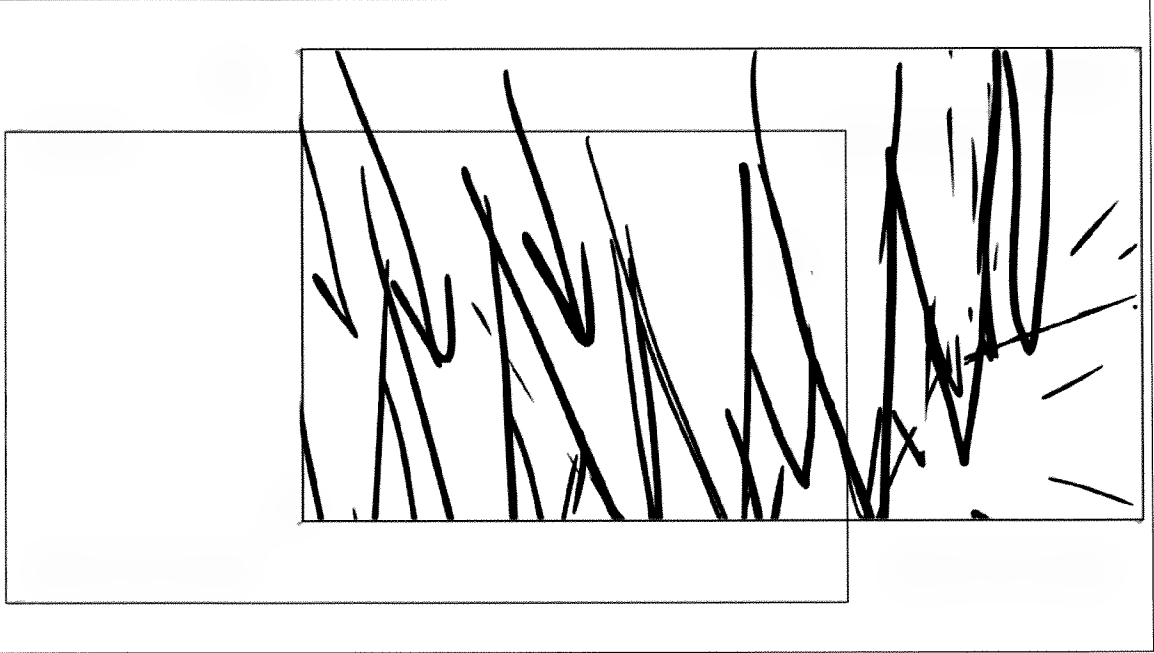
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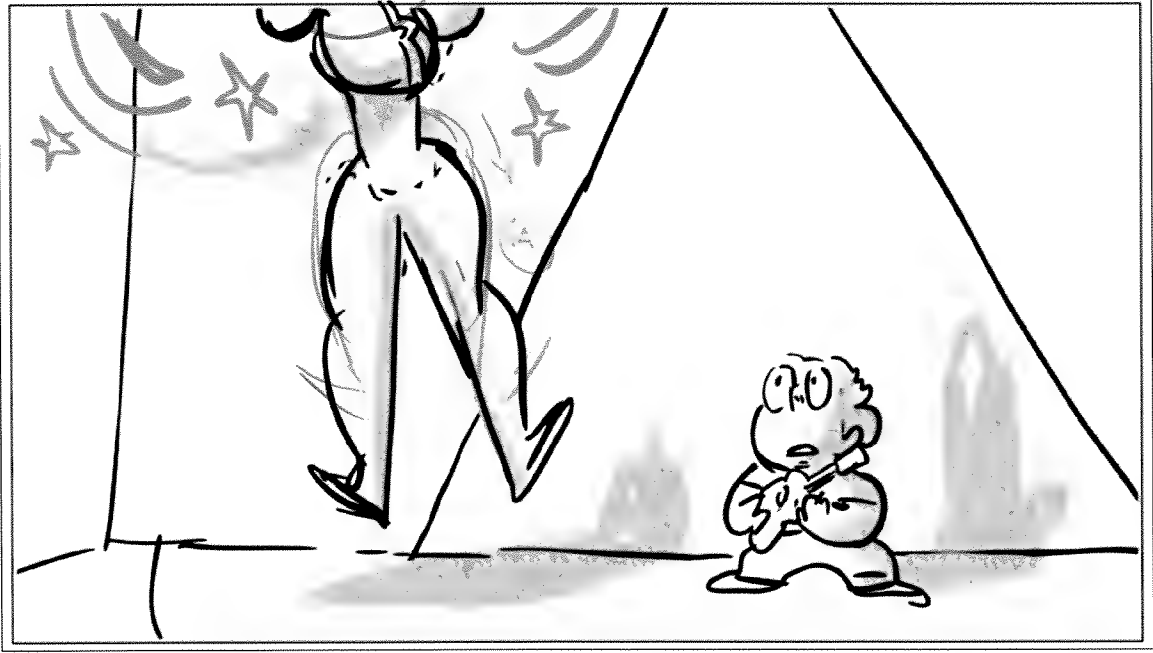
Scene 100 Panel 5



Action Notes  
Spikes come down after Garnet cartwheels out of the way

Slugging  
ADJ: 0.09

Scene 101 Panel 1



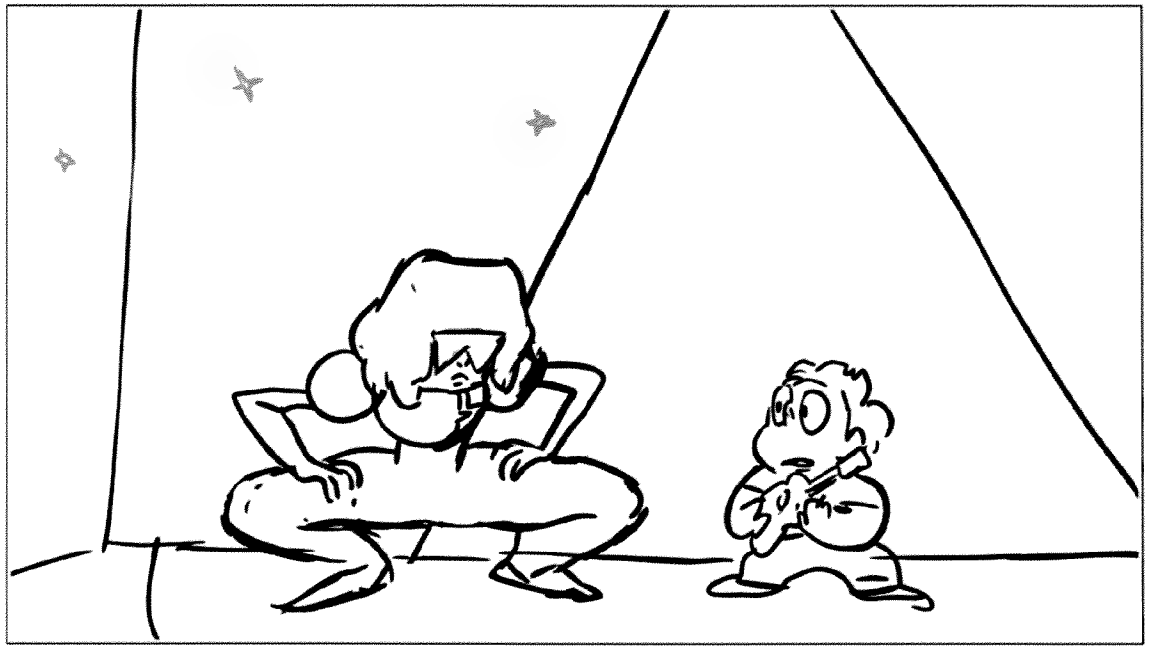
Action Notes  
GARNET gauntlets disappear off screen; light from her gauntlets disappearing is seen as she lands

Slugging  
0.05  
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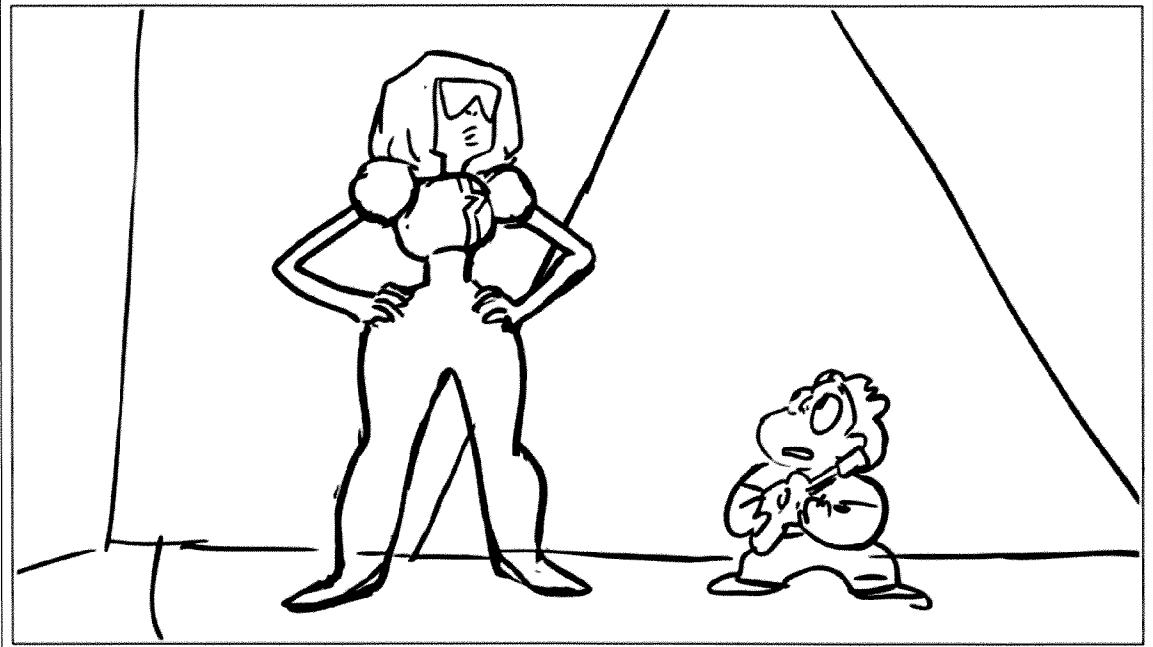
Scene 101 Panel 2  
*cont*



Action Notes  
Light dissipates

Slugging  
0.08

Scene 101 Panel 3  
*cont*



Action Notes  
Light is completely gone

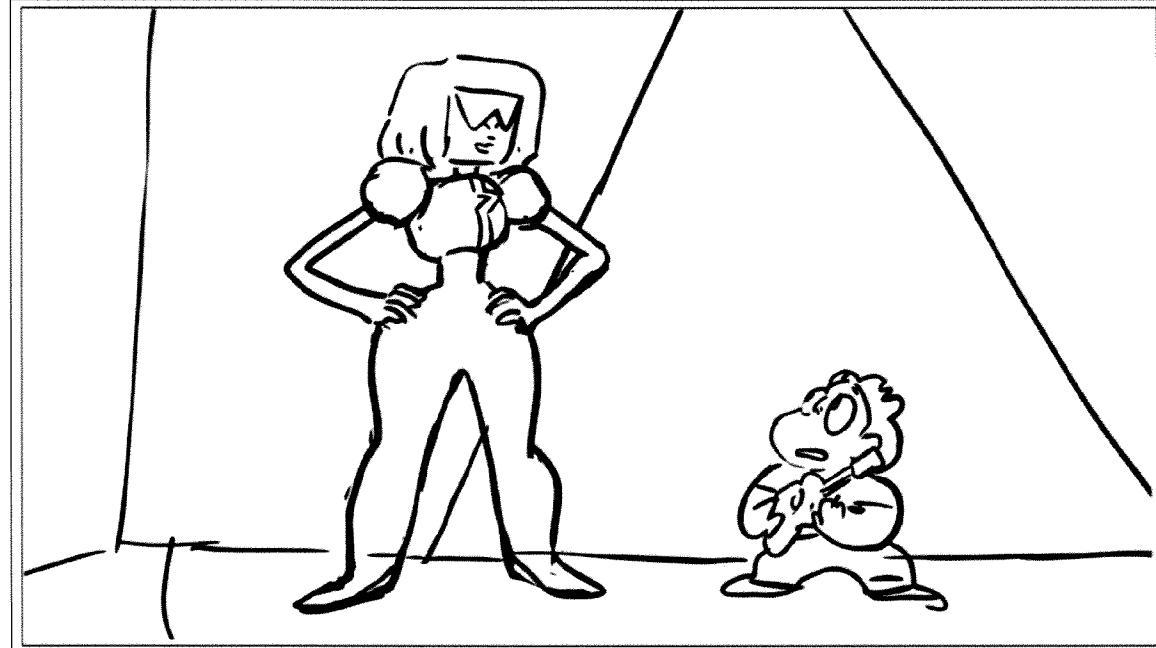
Slugging  
1.00  
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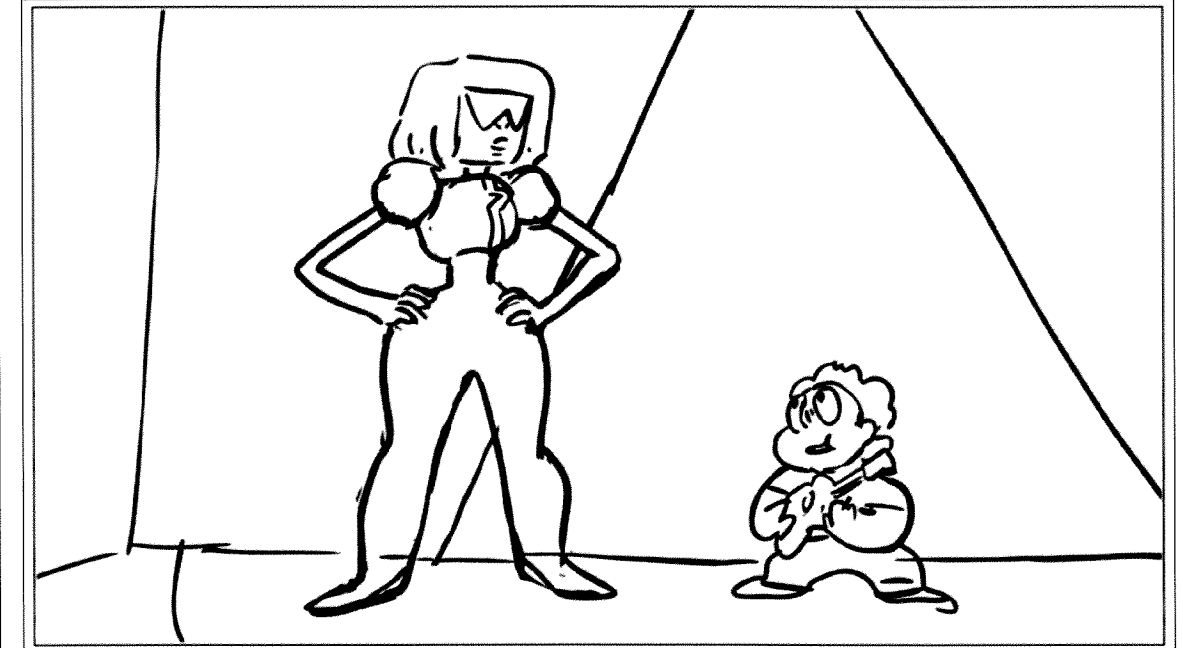
Scene	Panel
101	<i>cont</i> 4



Dialog  
 GARNET: NOW THAT WAS A PRETTY CLOSE ONE.

Slugging  
 3.04

Scene	Panel
101	<i>cont</i> 5



Dialog  
 STEVEN: HAHHAH!

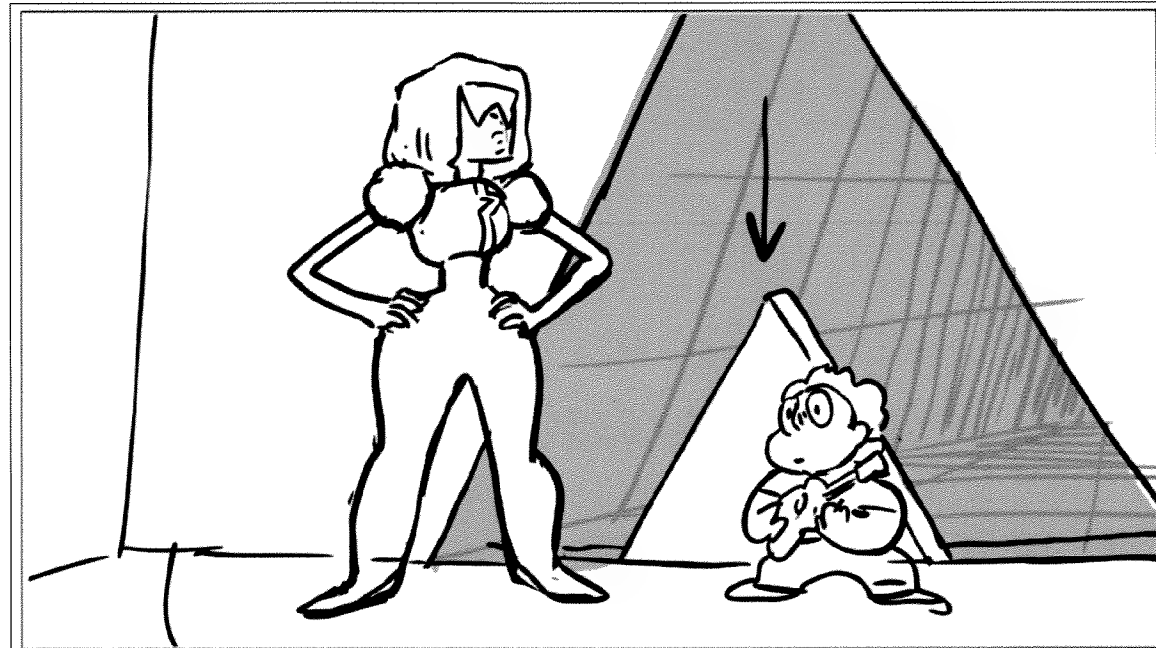
Slugging  
 2.02

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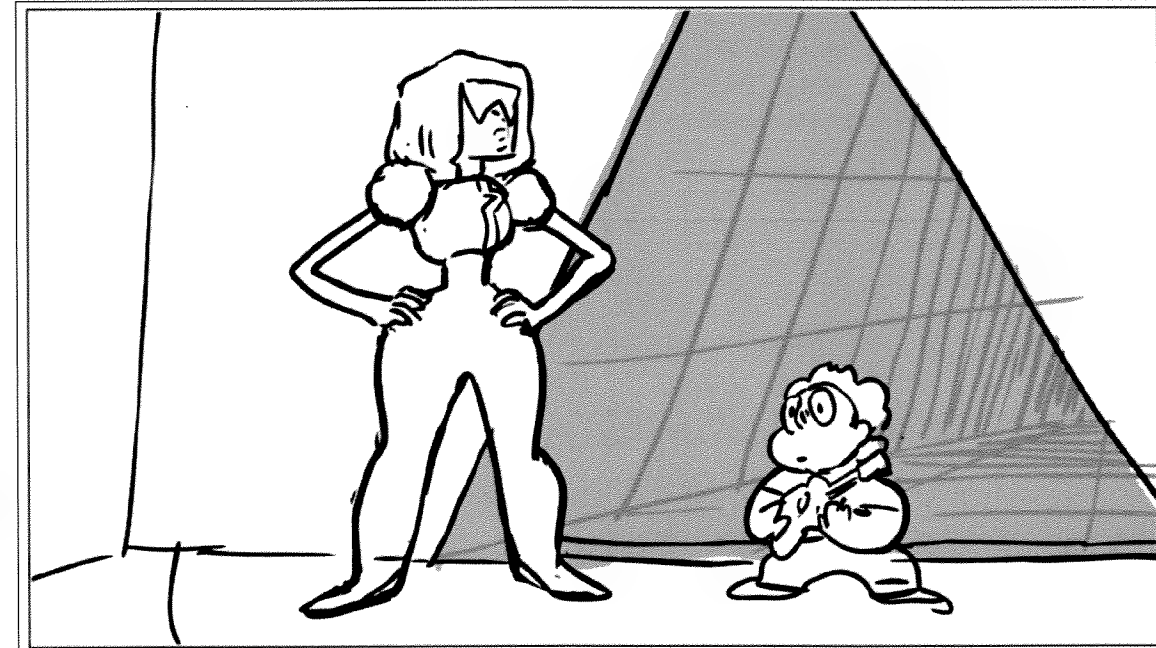
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Scene	Panel
101	<b>cont</b>
	6



Slugging  
0.06

Scene	Panel
101	<b>cont</b>
	7



Slugging  
0.12

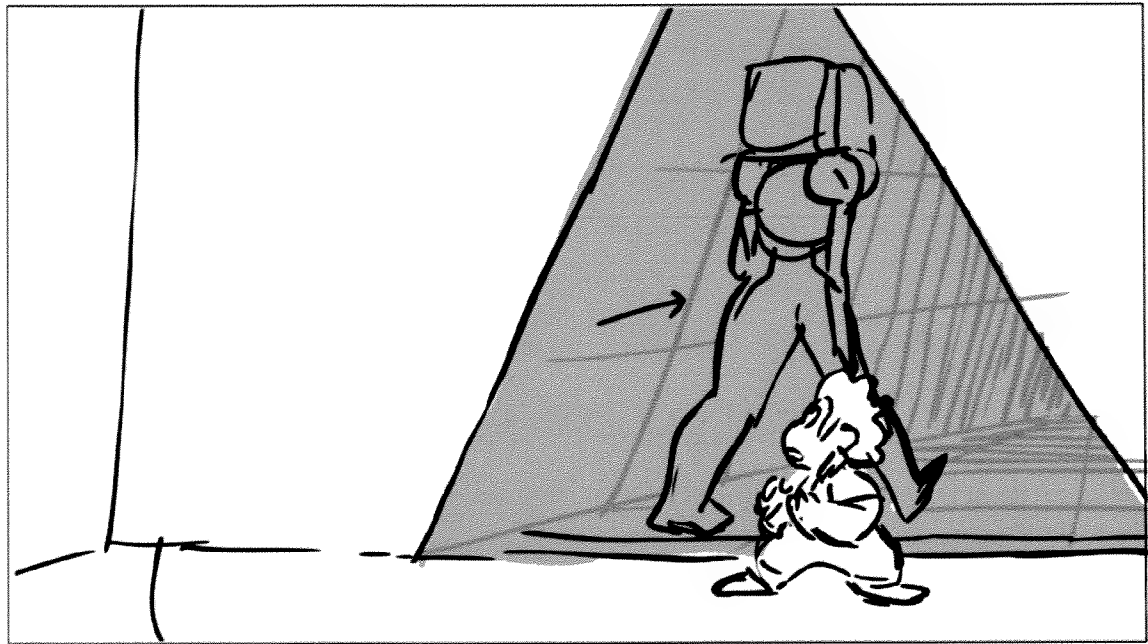
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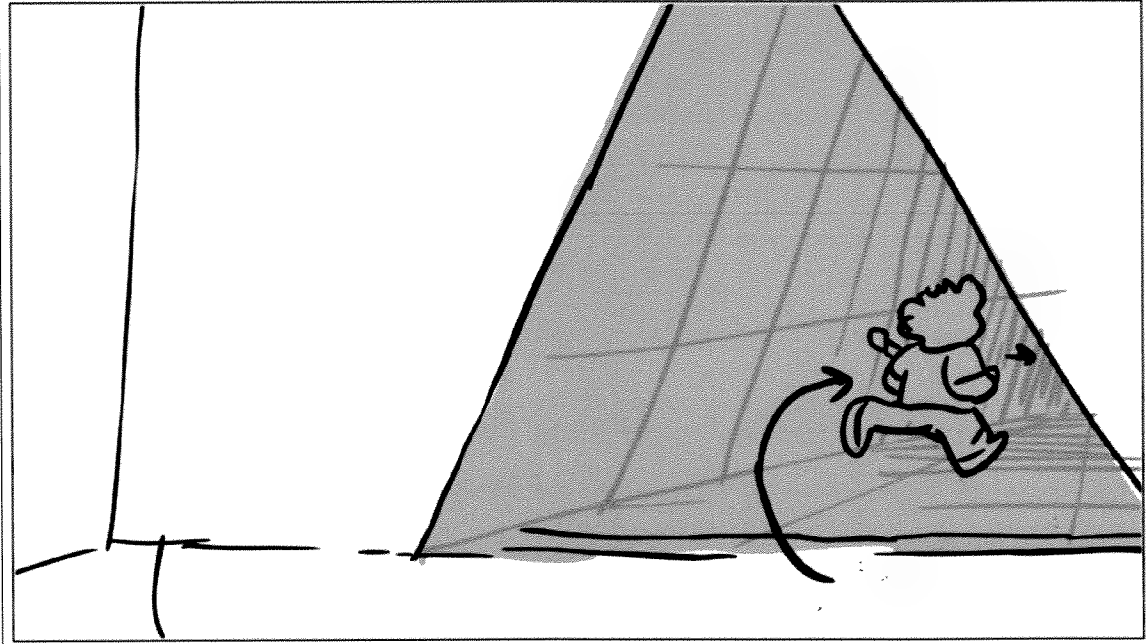
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Scene 101 Panel 8  
CONT



Slugging  
0.13

Scene 101 Panel 9  
CONT



Dialog  
STEVEN: YEAH

Slugging  
1.03  
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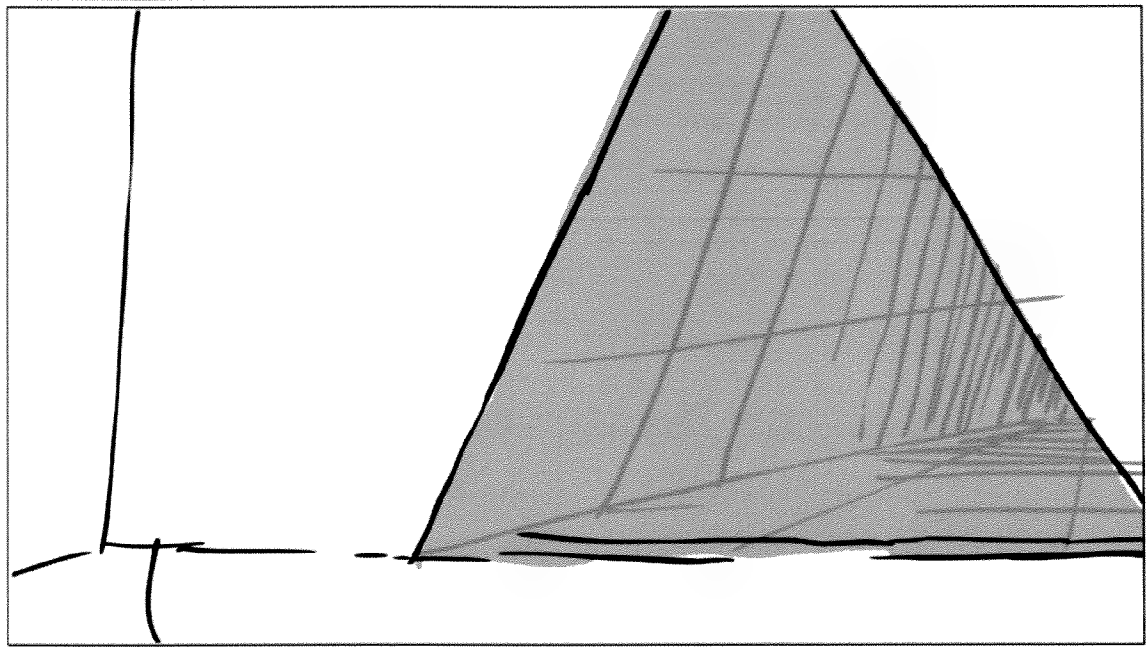
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NO SC  
102

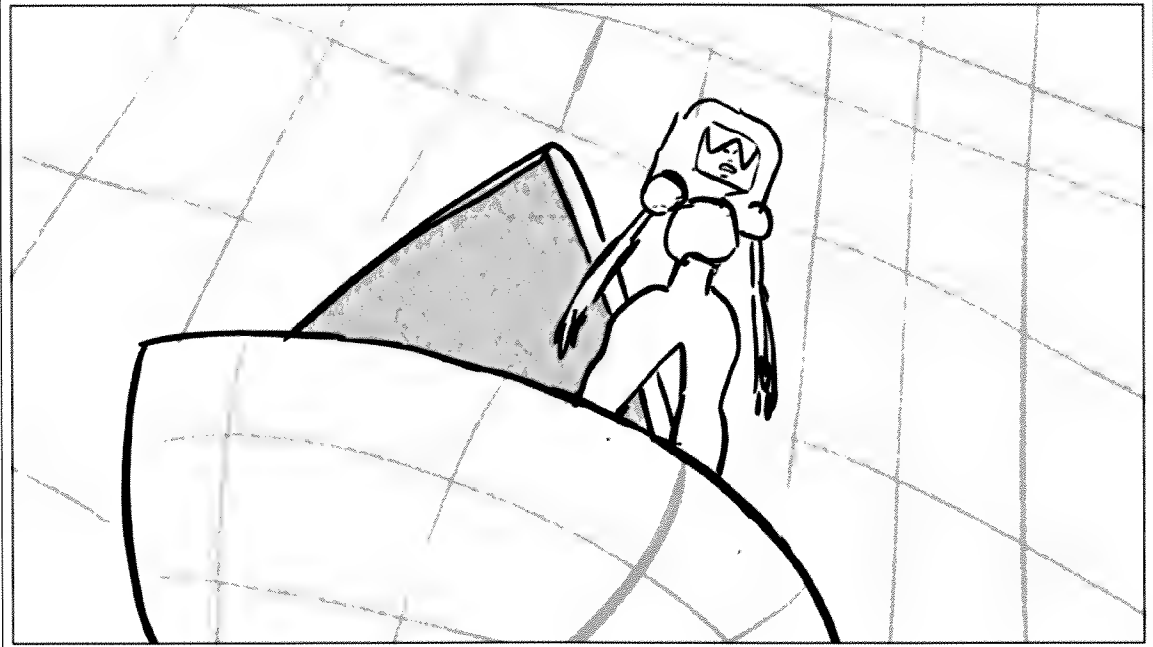
Scene	Panel
101	101



Dialog  
STEVEN: THAT WAS A PRETTY

Slugging  
1.10

Scene	Panel
103	1



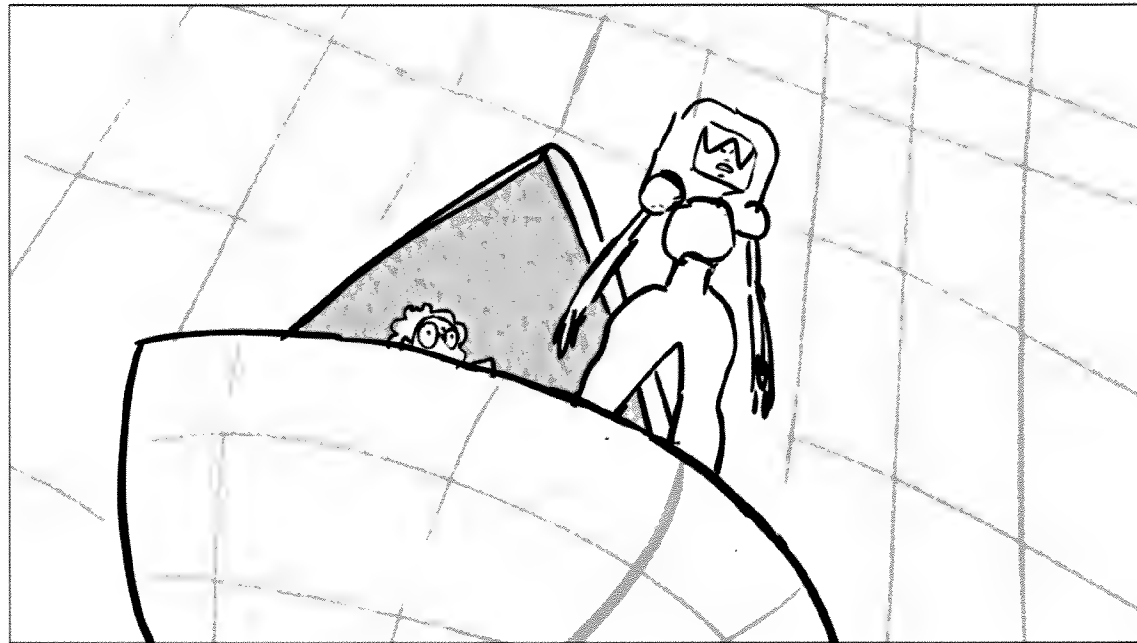
Slugging  
0.14

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Scene	Panel
103	cont 2

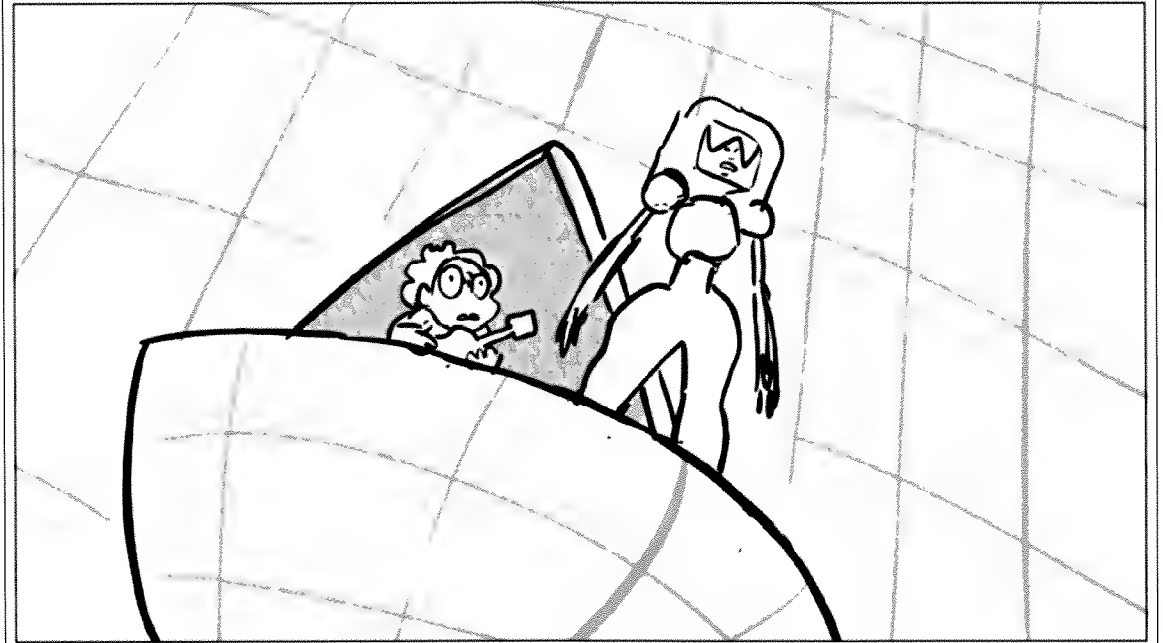


Dialog  
STEVEN: CLOSE...

Action Notes  
Steven walks next to Garnet

Slugging  
1.04

Scene	Panel
103	cont 3



Dialog  
STEVEN: ONE...

Slugging  
1.14

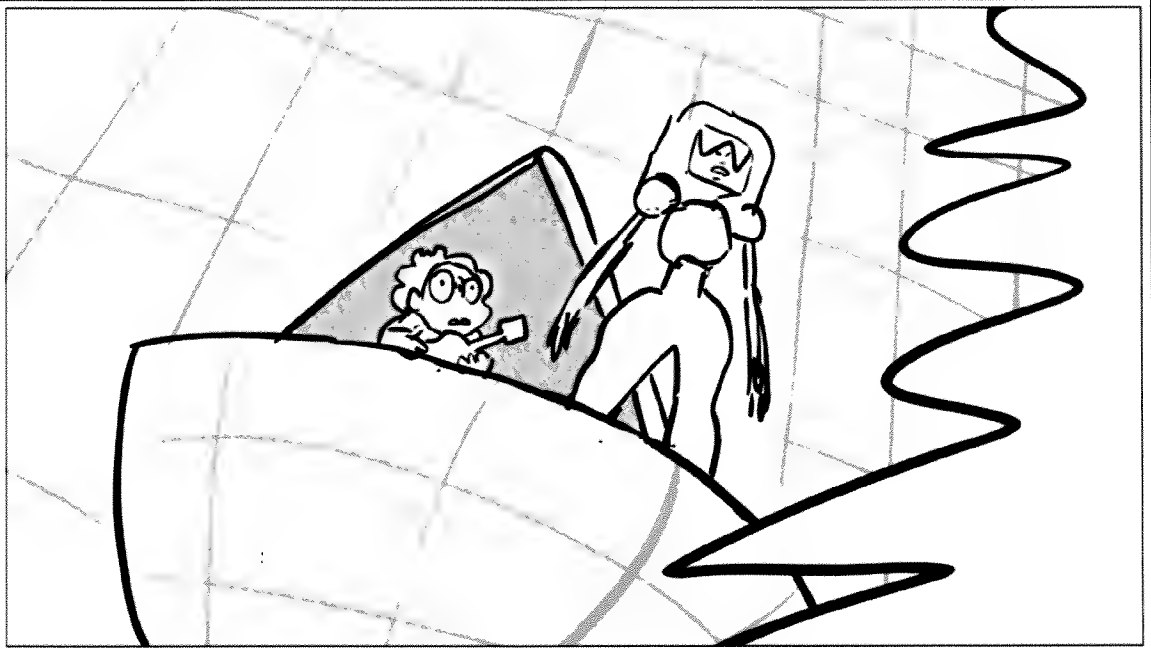
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Scene 103 Panel 4

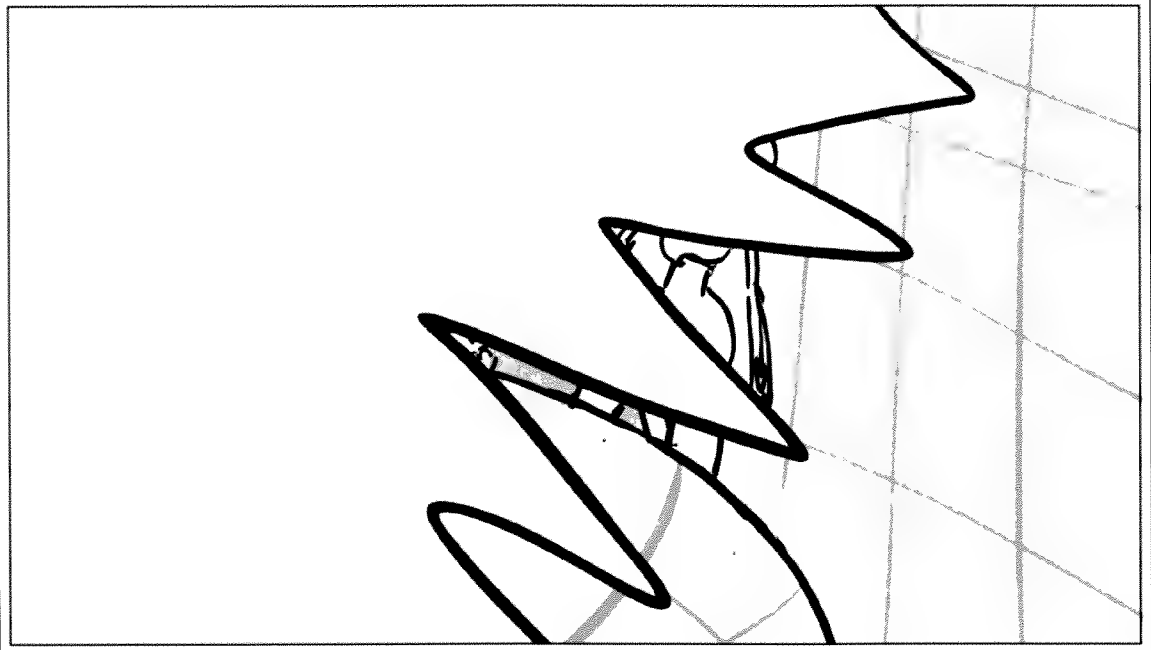


Action Notes  
guillotine swings to the left in front of Steven and Garnet

Slugging  
0.05



Scene 103 Panel 5



Slugging  
0.05

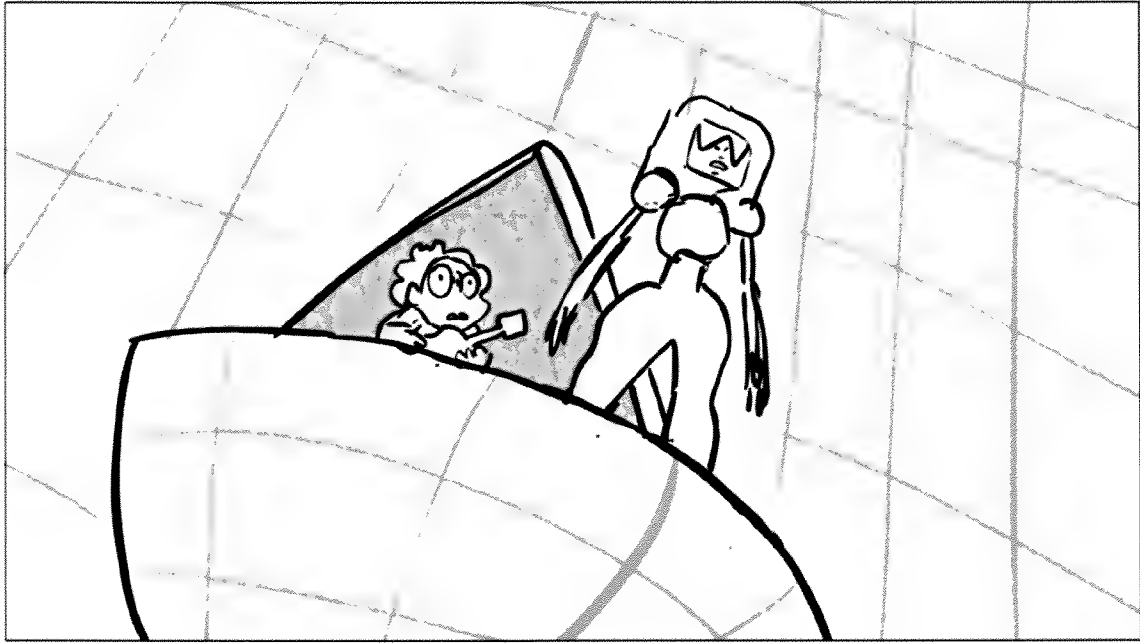
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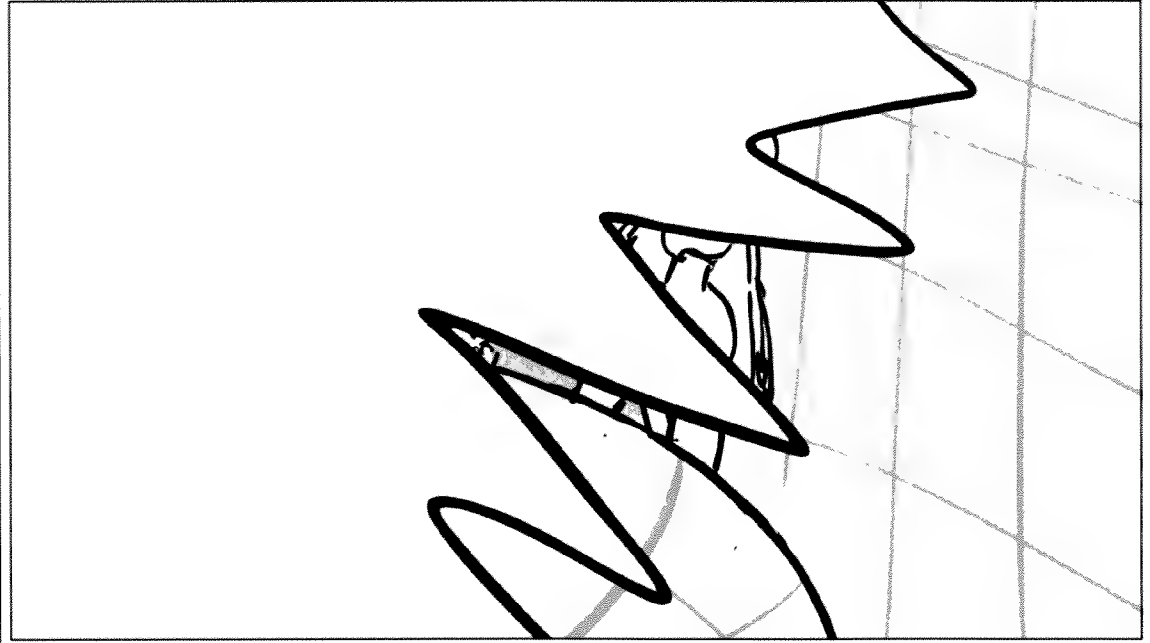
Scene 103 *CONT* Panel 6



Dialog  
STEVEN: <GASP>

Slugging  
0.12

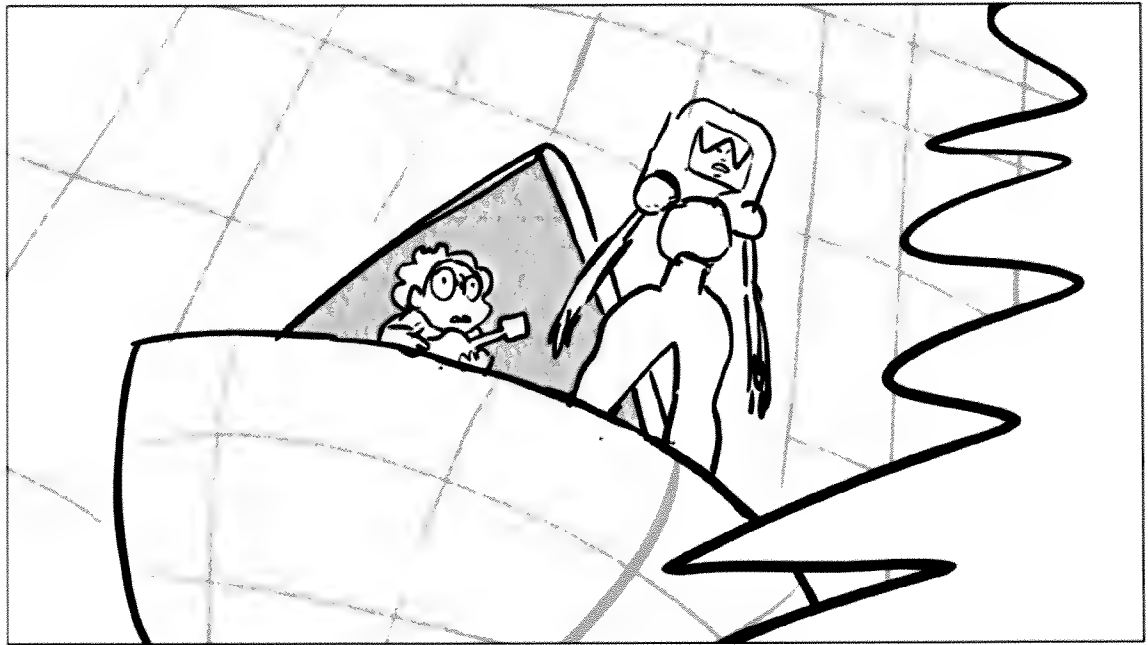
Scene 103 *CONT* Panel 7



Action Notes  
guillotine swings to the right in front of Steven and Garnet

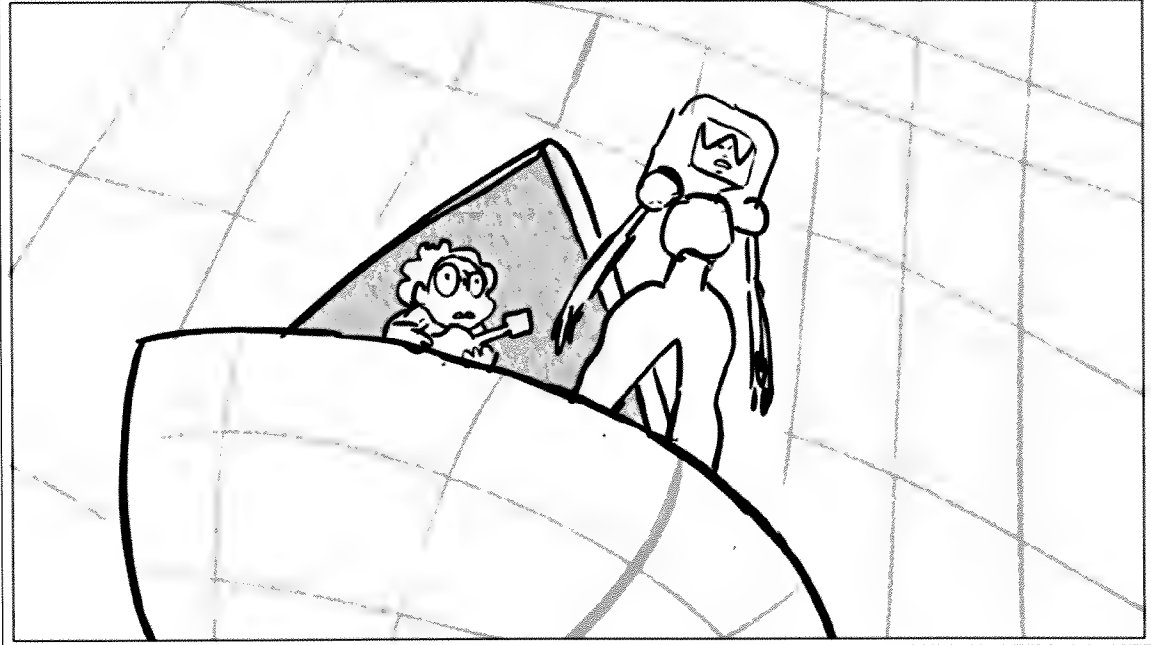
Slugging  
0.05  
  
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Scene 103 Panel 8  
*CONT*



Slugging  
0.05

Scene 103 Panel 9  
*CONT*



Slugging  
0.06

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Scene	Panel
104	1



Dialog  
<HORROR STRICKEN NOISE>

Slugging  
1.00

Scene	Panel
104	2



Dialog  
<HORROR STRICKEN NOISE>

Action Notes  
Door closes behind Steven

Slugging  
0.10

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Scene 104 Panel 3  
*cont*



Action Notes  
Bars close over door behind Steven

Slugging  
Panels 3 + 4 = 1.07

Scene 104 Panel 4  
*cont*



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Scene	Panel
105	1



Action Notes

blades swing left and right

Slugging

Panels 1 + 2 = 3.00

Scene	Panel
105	2



Action Notes

blades swing left and right

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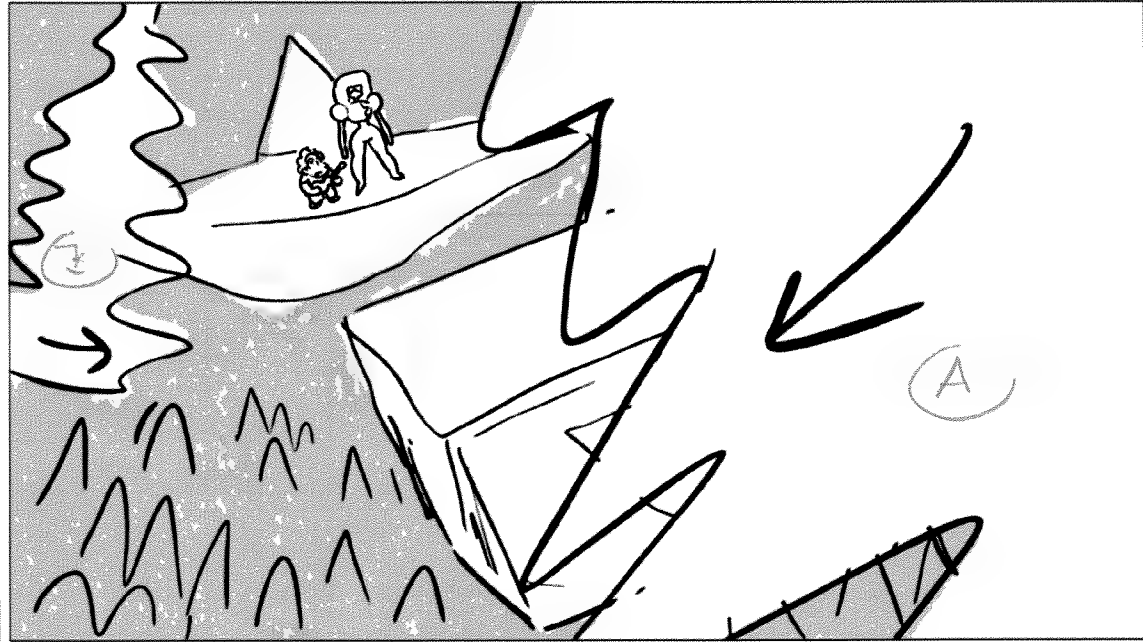
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1020.007

1020.007



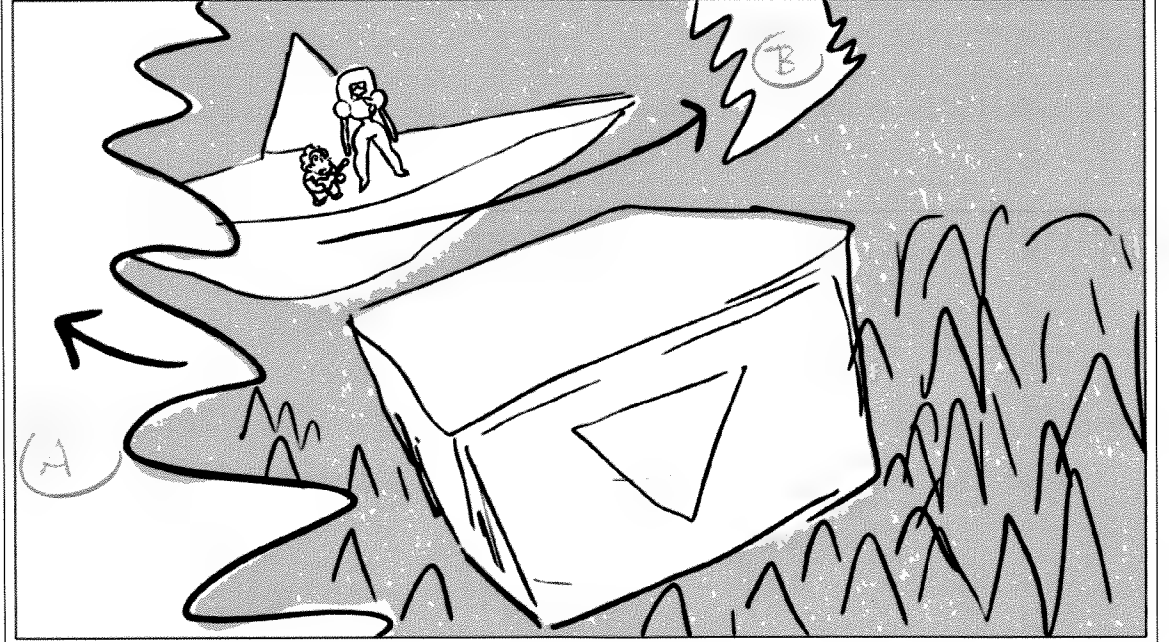
Scene	Panel
106	1



Action Notes  
guillotine blades swing by the camera

Slugging  
0.09

Scene	Panel
106	2



Slugging  
0.14

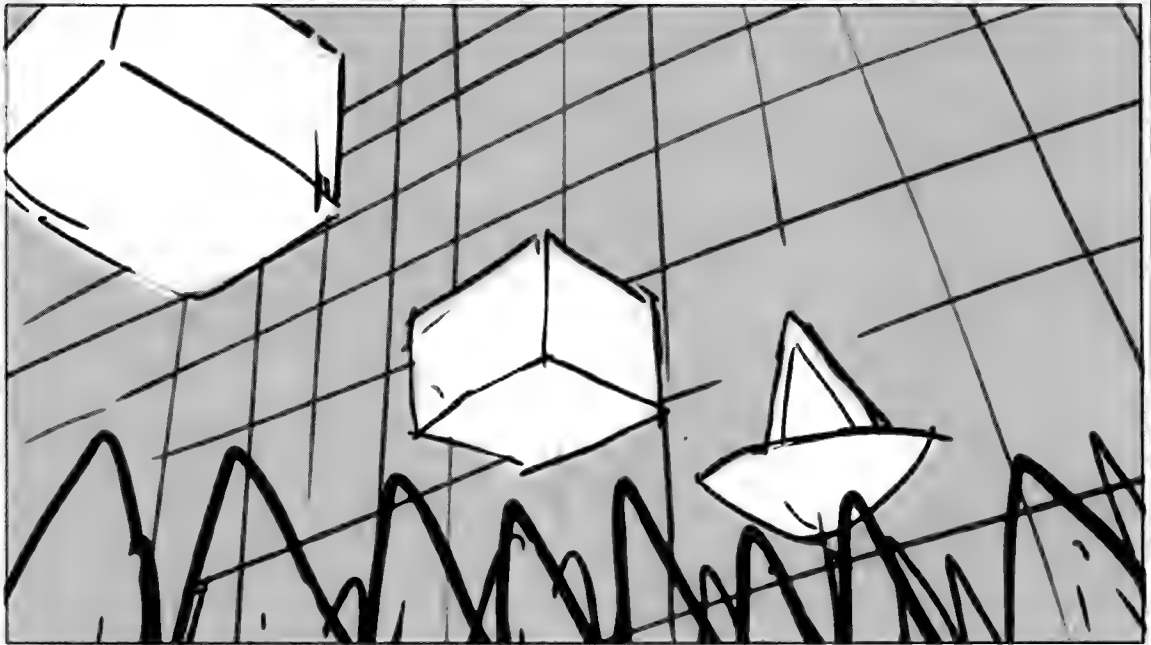
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1020.007

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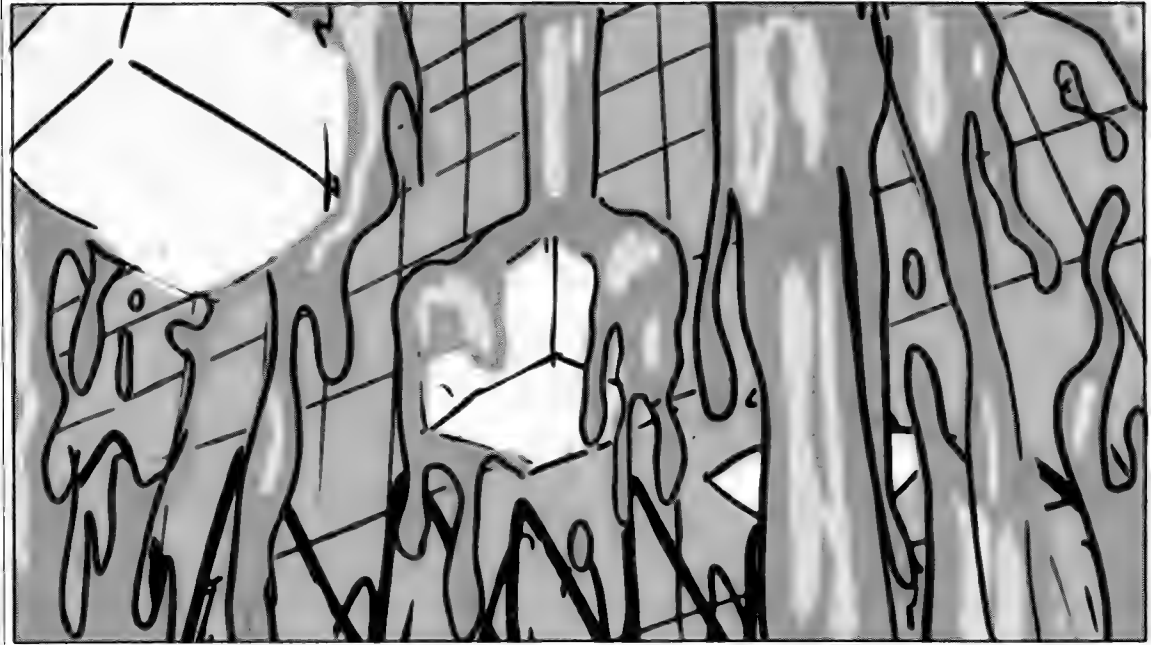
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Scene 107 Panel 1



Slugging  
0.08

Scene 107 Panel 2



Action Notes  
Lava falls over block platform

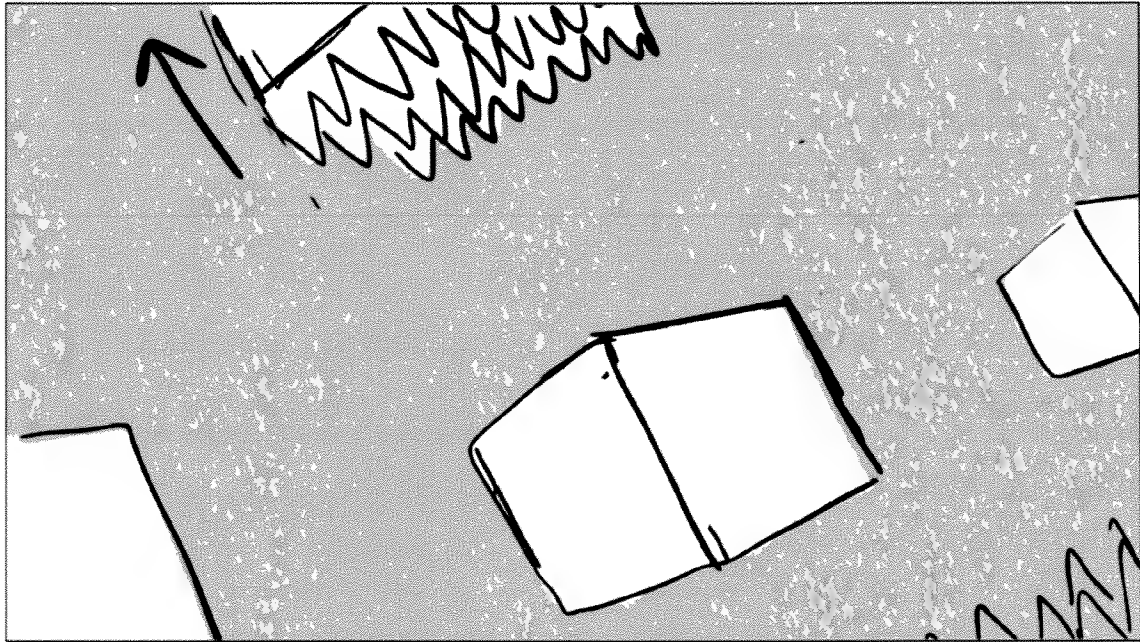
Slugging  
1.05

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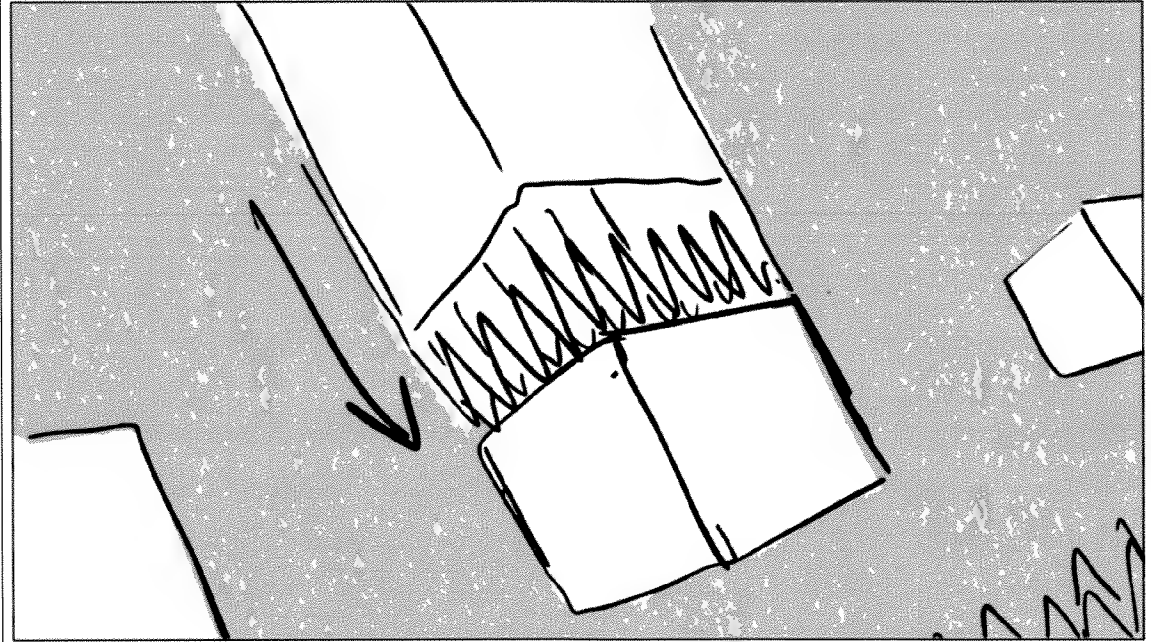
Scene	Panel
108	1



Action Notes  
Spike block smashes on opposite block platform

Slugging  
0.06

Scene	Panel
108	2



Slugging  
0.04

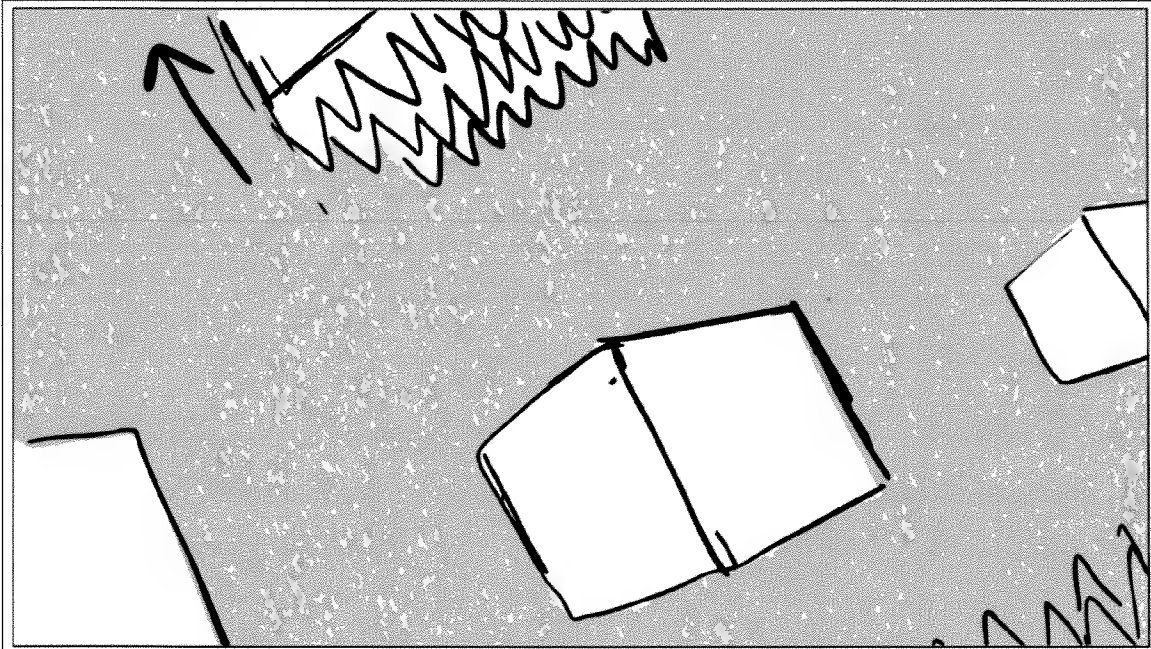
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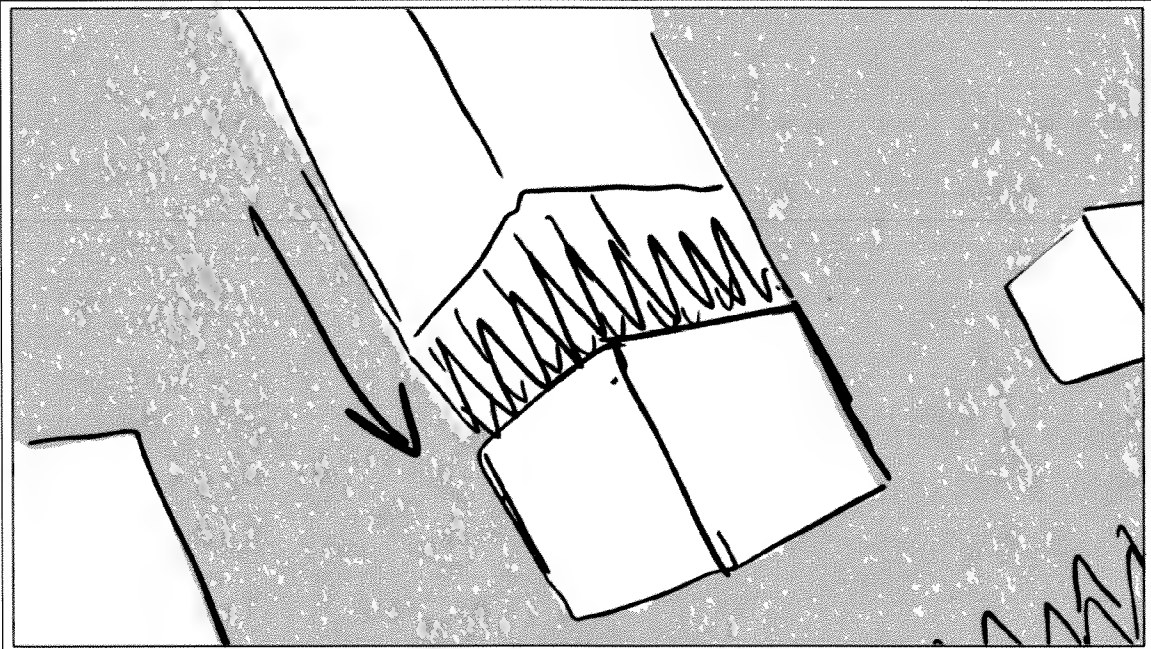
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Scene 108 *cont* Panel 3



Slugging  
0.06

Scene 108 *cont* Panel 4



Slugging  
0.04

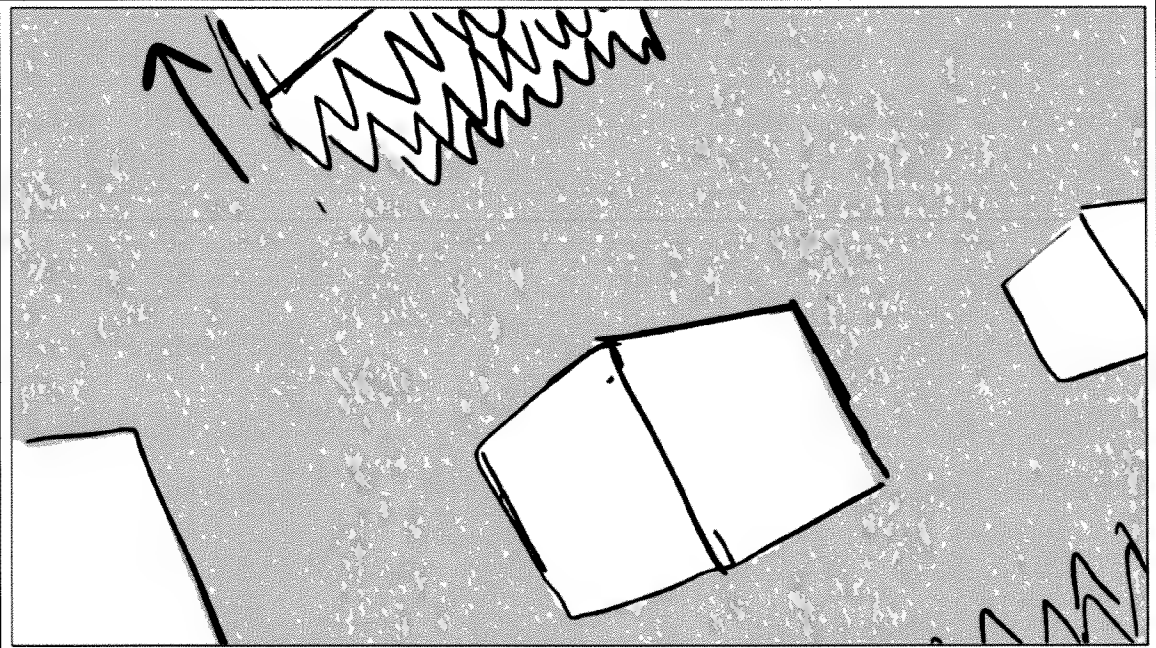
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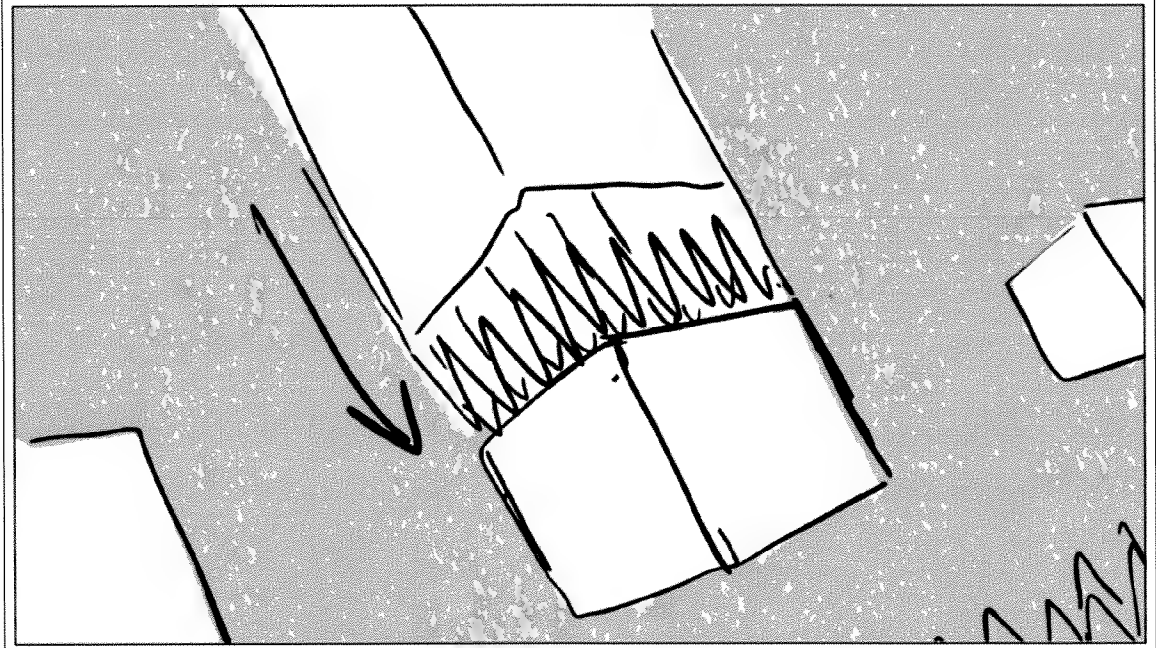


Scene 108 Panel 5



Slugging  
0.06

Scene 108 Panel 6



Slugging  
0.04

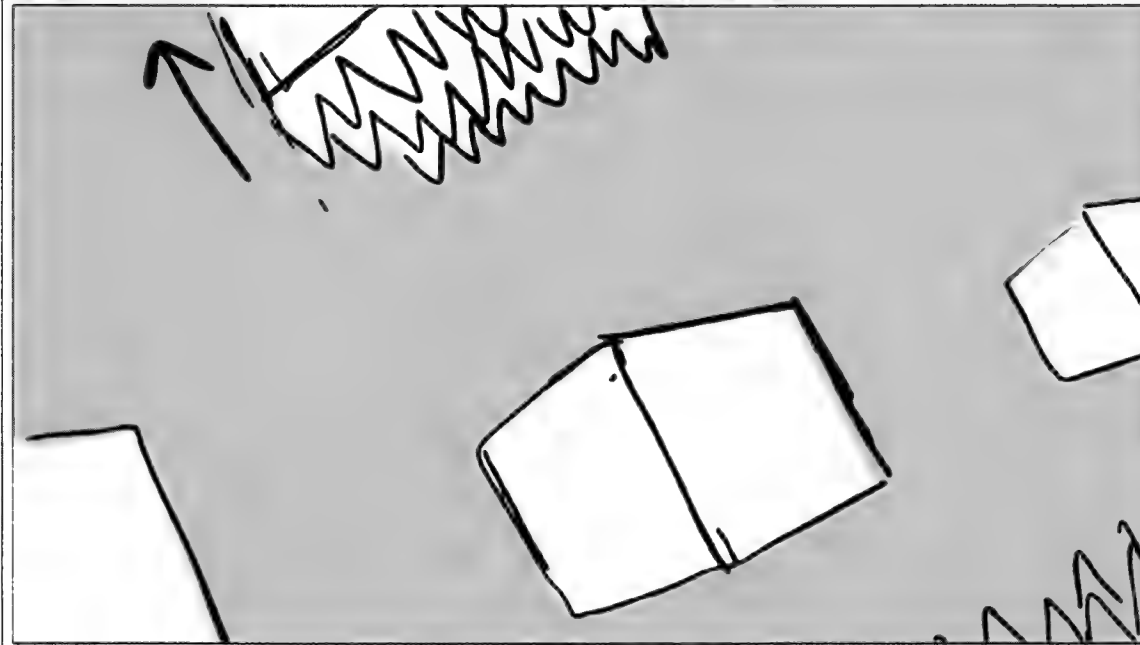
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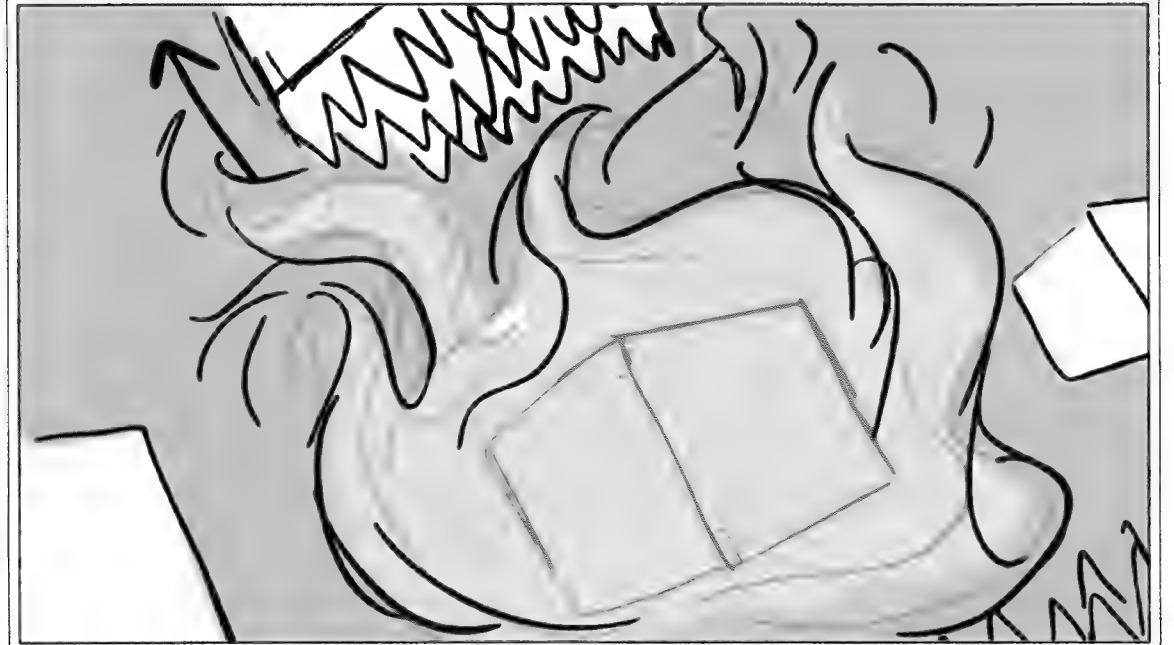
1020.007

Scene	Panel
108	out 7



Slugging  
0.14

Scene	Panel
108	out 8



Action Notes  
Block platform catches fire  
  
Camera SHAKE.

Slugging  
1.05

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Scene 109 Panel 1



Action Notes  
Camera shake.  
  
Steven rotates counter clockwise.

Slugging  
0.07

Scene 109 Panel 2



Action Notes  
Camera shake.  
  
Steven rotates counter clockwise.

Slugging  
0.08  
  
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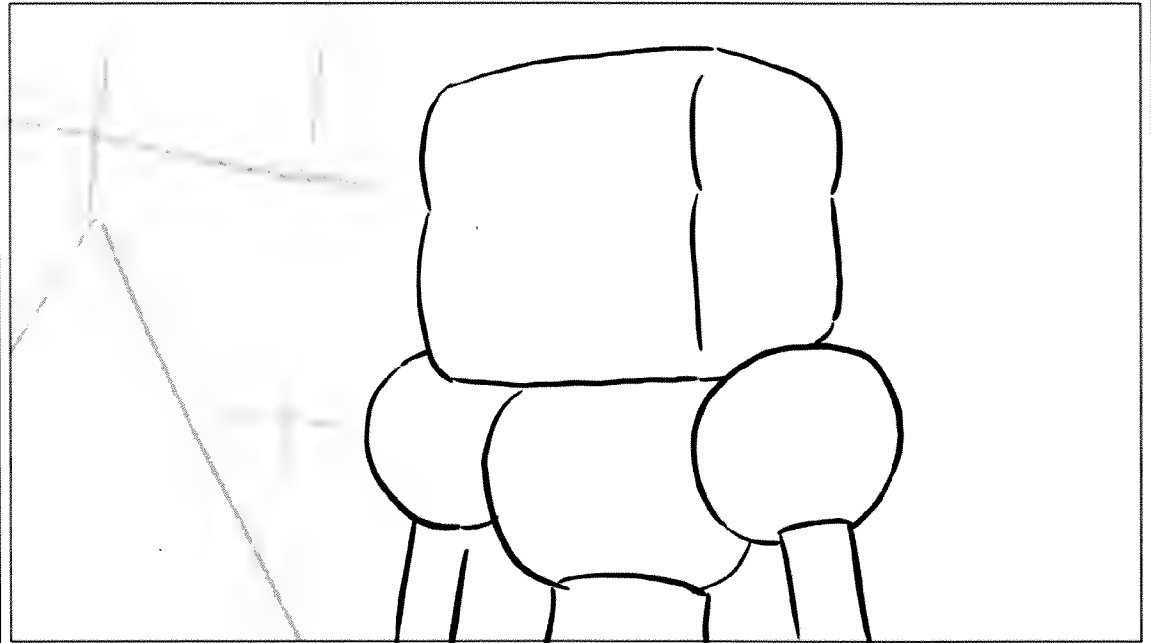
Scene 109 Panel 3



Action Notes  
Camera shake.  
  
Steven rotates counter clockwise.

Slugging  
0.13

Scene 110 Panel 1



Dialog  
GARNET: GET READY STEVEN.

Action Notes  
Camera shake.

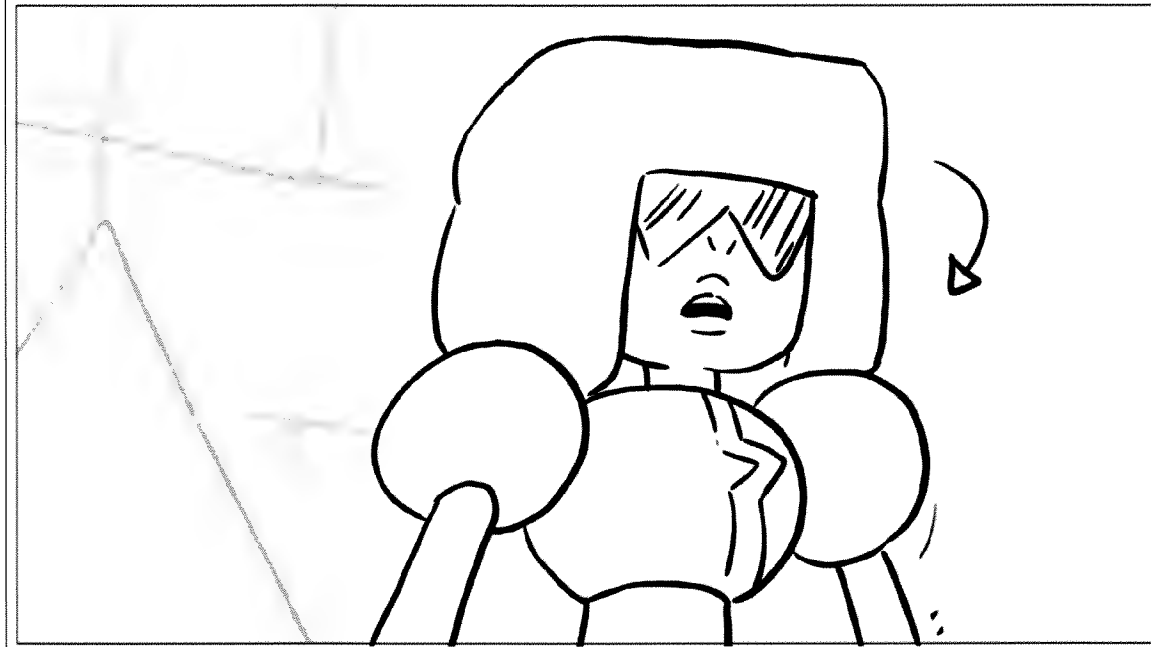
Slugging  
2.04

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NO SC  
III

Scene 110 Panel 2  
CONT

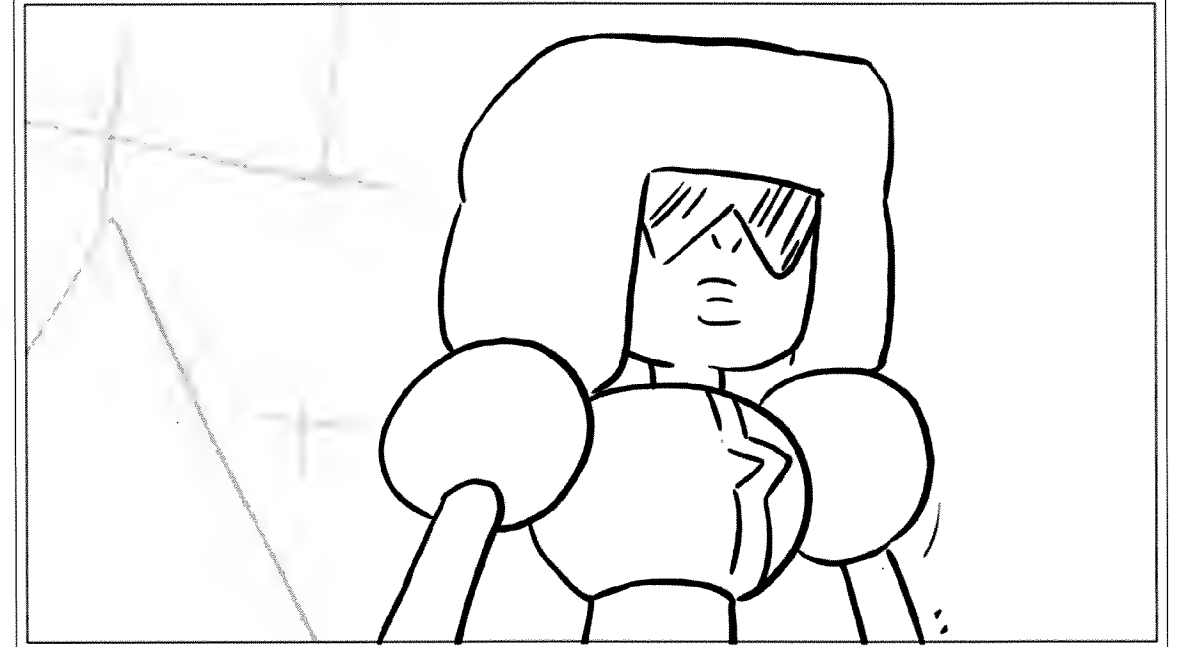


Dialog  
GARNET: -THIS IS GONNA BE INTENSE.

Action Notes  
Camera shake.

Slugging  
Panels 2 + 3 = 2.06

Scene 110 Panel 3  
CONT



Action Notes  
Camera shake.

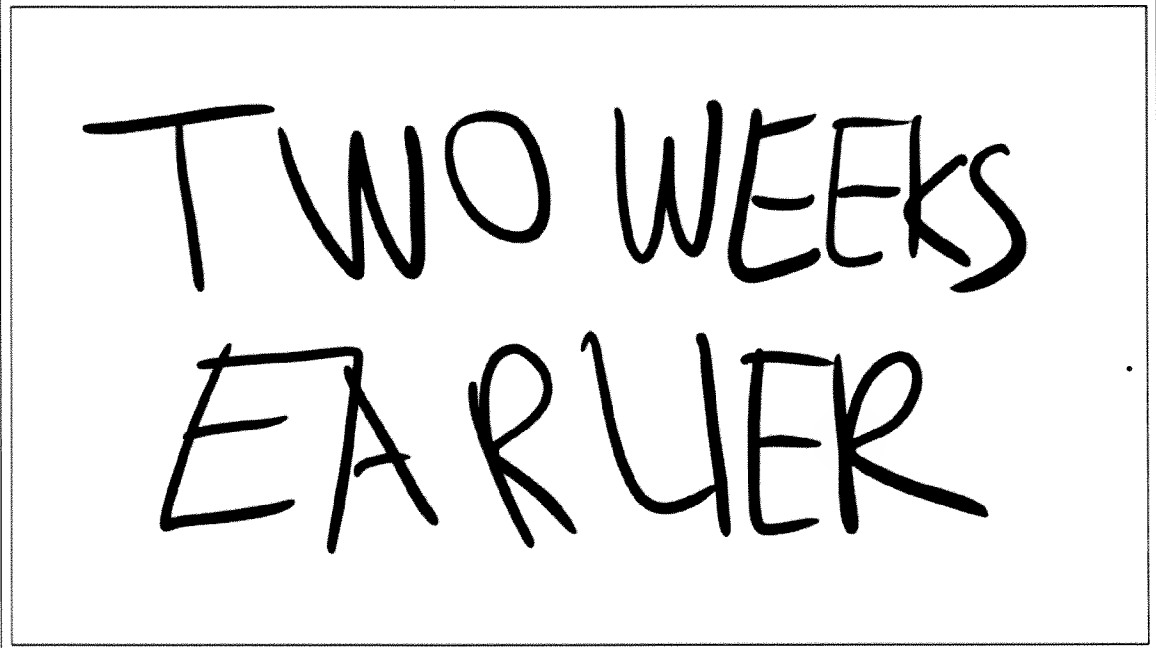
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Scene	Panel
112	1



Slugging  
3.11

Scene	Panel
113	1



Dialog  
GARNET: GET READY STEVEN. THIS IS GONNA BE INTENSE.

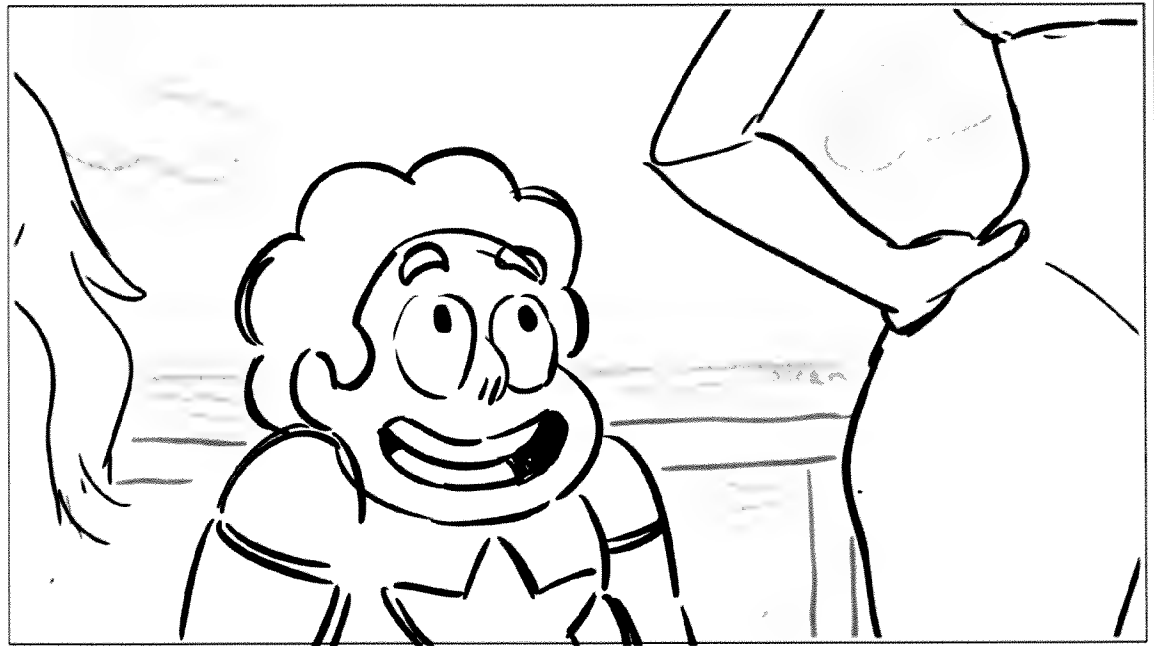
Slugging  
4.11

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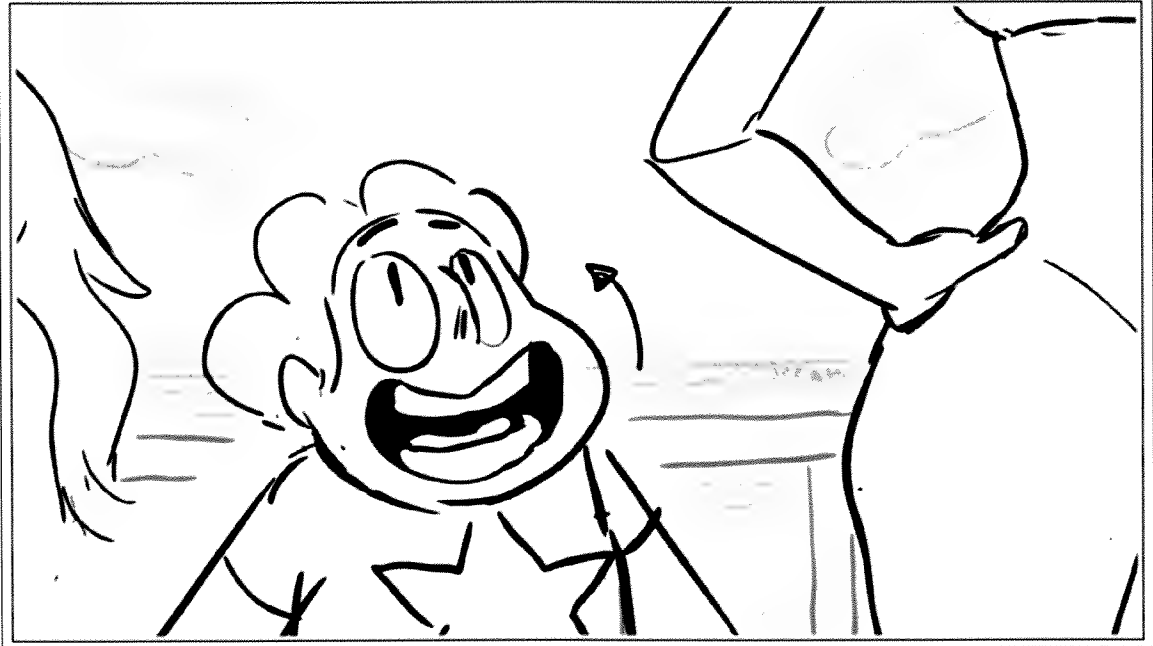
Scene	Panel
114	1



Action Notes  
START POSE

Slugging  
Panels 1 + 2 = 2.01

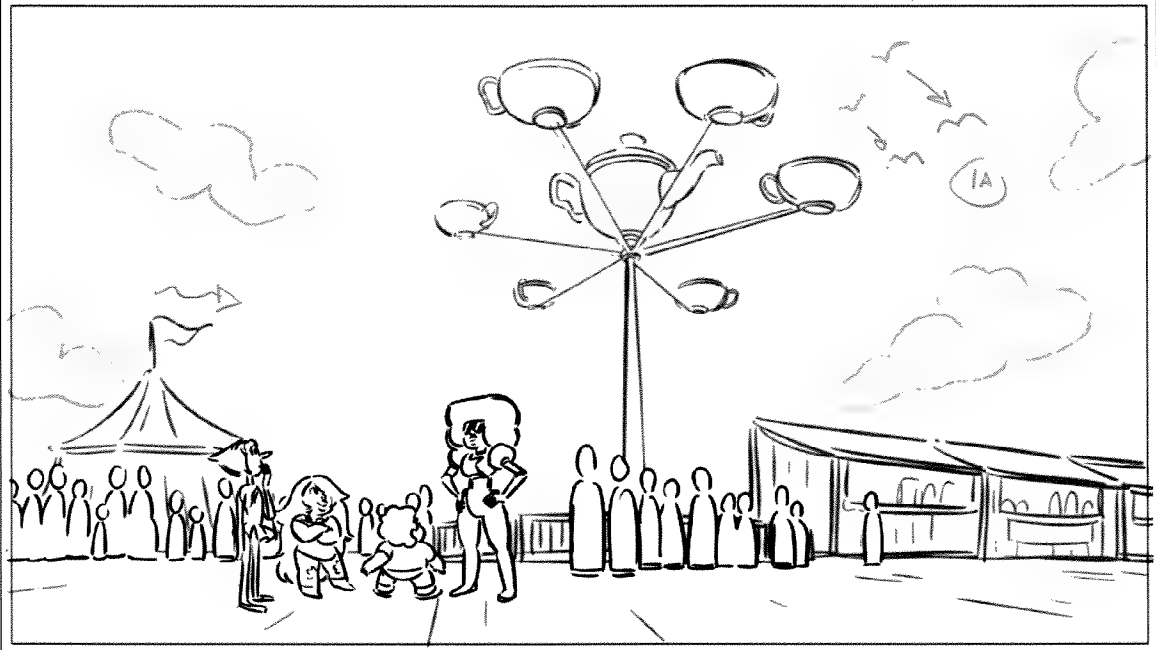
Scene	Panel
114	2



Dialog  
STEVEN: I'M READY!

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Scene 115 Panel 1



Slugging  
1.15

Scene 116 Panel 1



Dialog  
MR. SMILEY: HA HA!

Slugging  
1.01

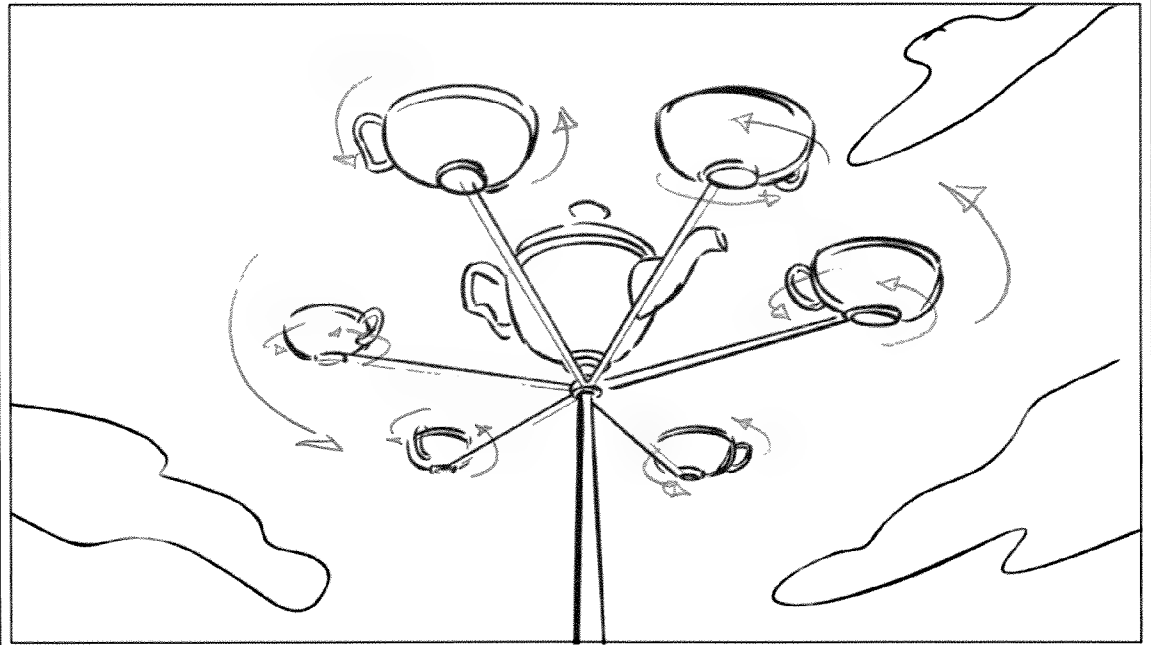
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Scene	Panel
116	cont 2



Slugging  
1.02

Scene	Panel
117	1



Action Notes  
Teacups rotate counter clockwise.

Slugging  
0.12

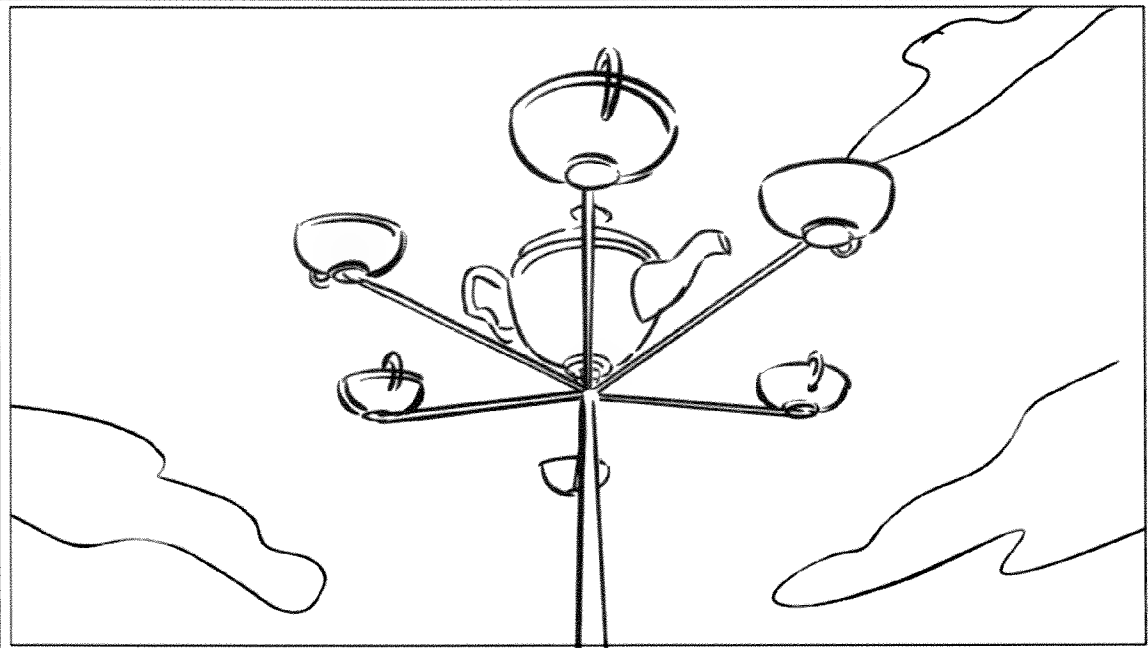
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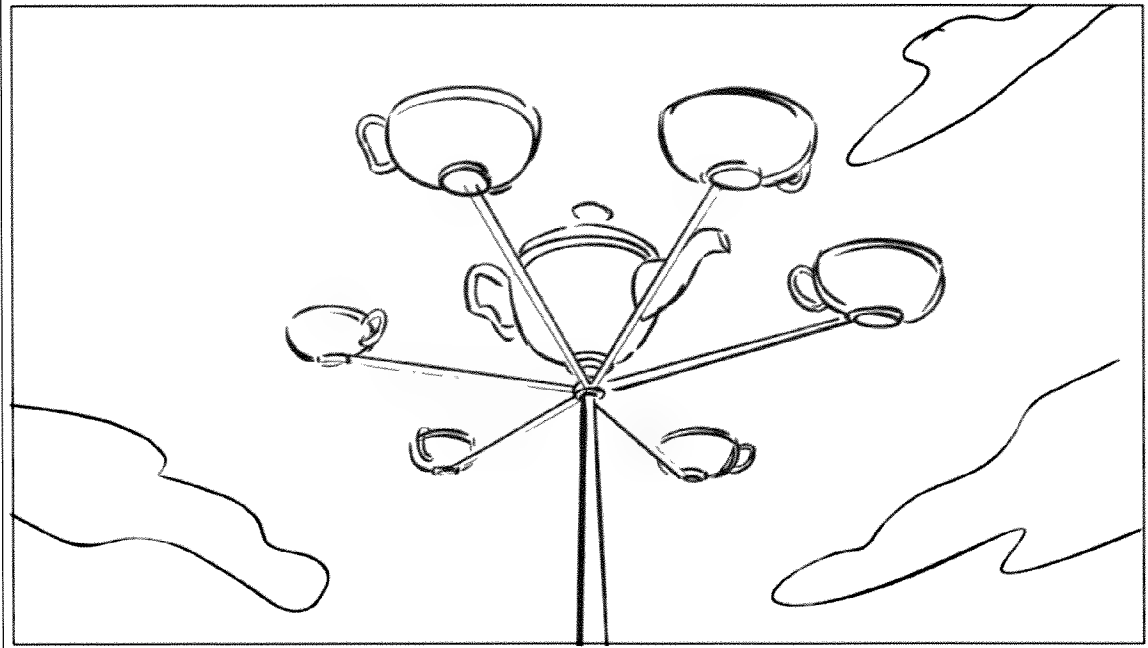
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Scene 117 Panel 2  
*cont*



Slugging  
0.07

Scene 117 Panel 3  
*cont*



Slugging  
0.09

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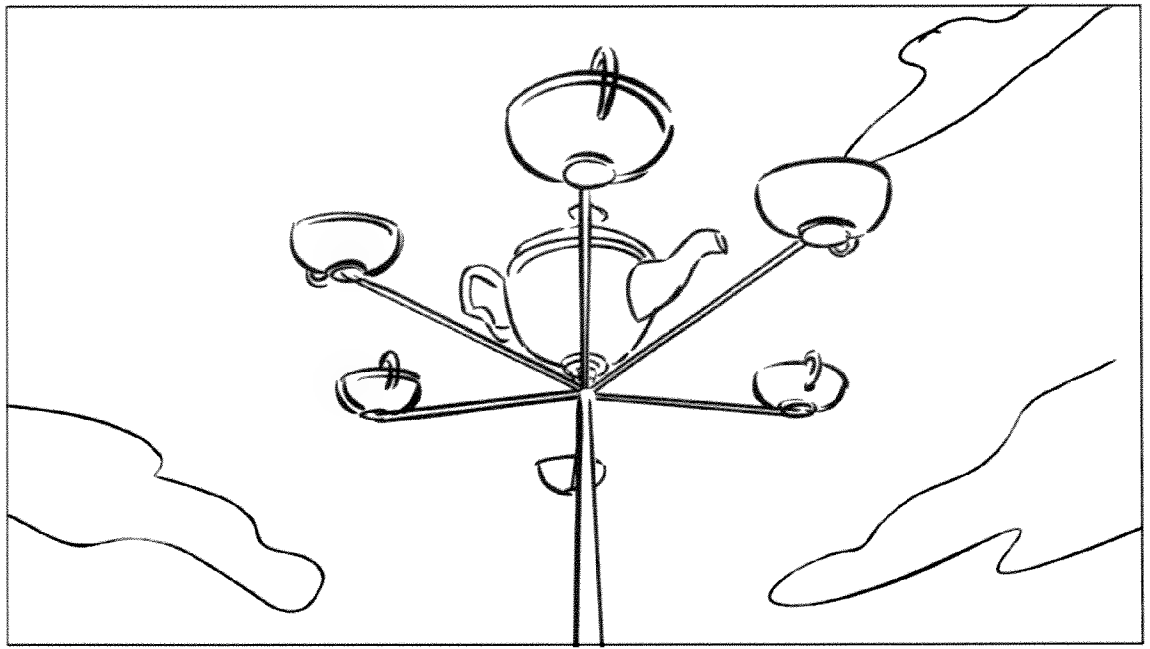
1020-007

100-0201

1020-007

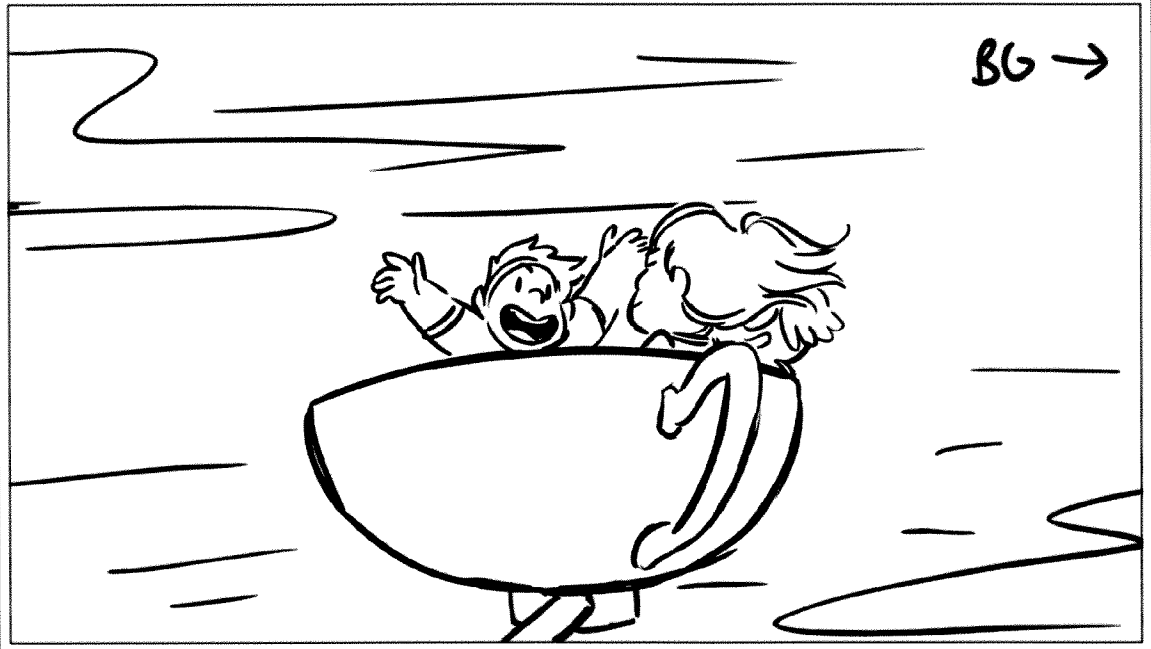
Scene	Panel
117	4

CONT



Slugging  
1.15

Scene	Panel
118	1



Dialog  
KIDS: <WALLA>

Action Notes  
Background pans screen left to right.

Slugging  
Panels 1 to 4 = 1.14

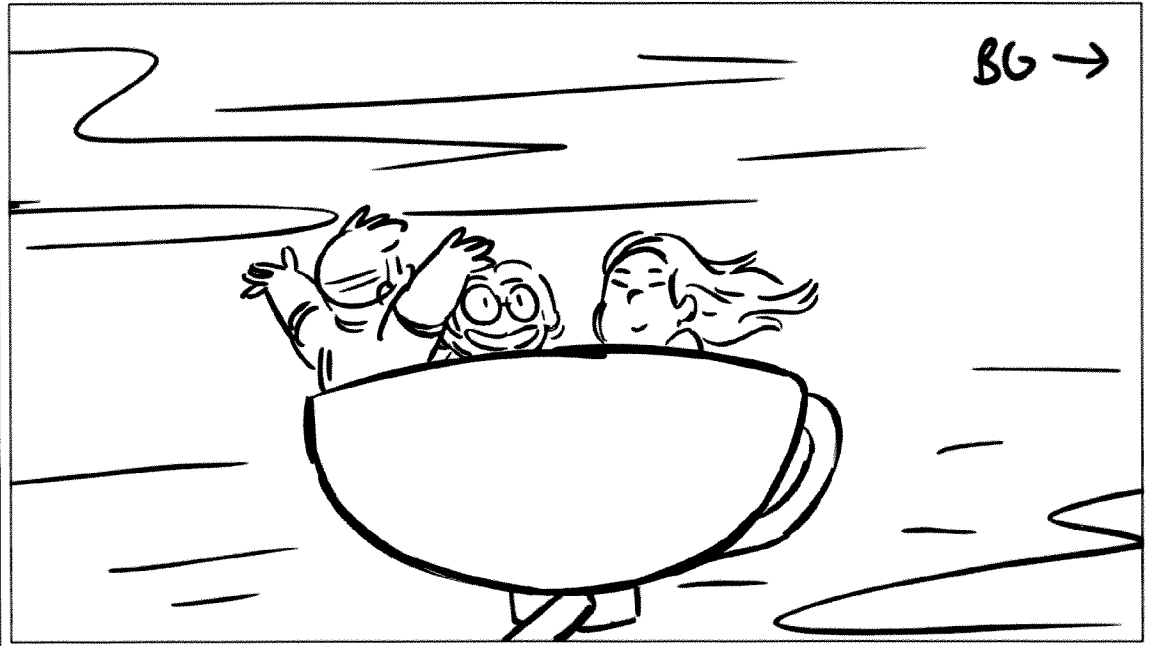
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Scene 118 *cont* Panel 2



Action Notes  
Background pans screen left to right.

Scene 118 *cont* Panel 3

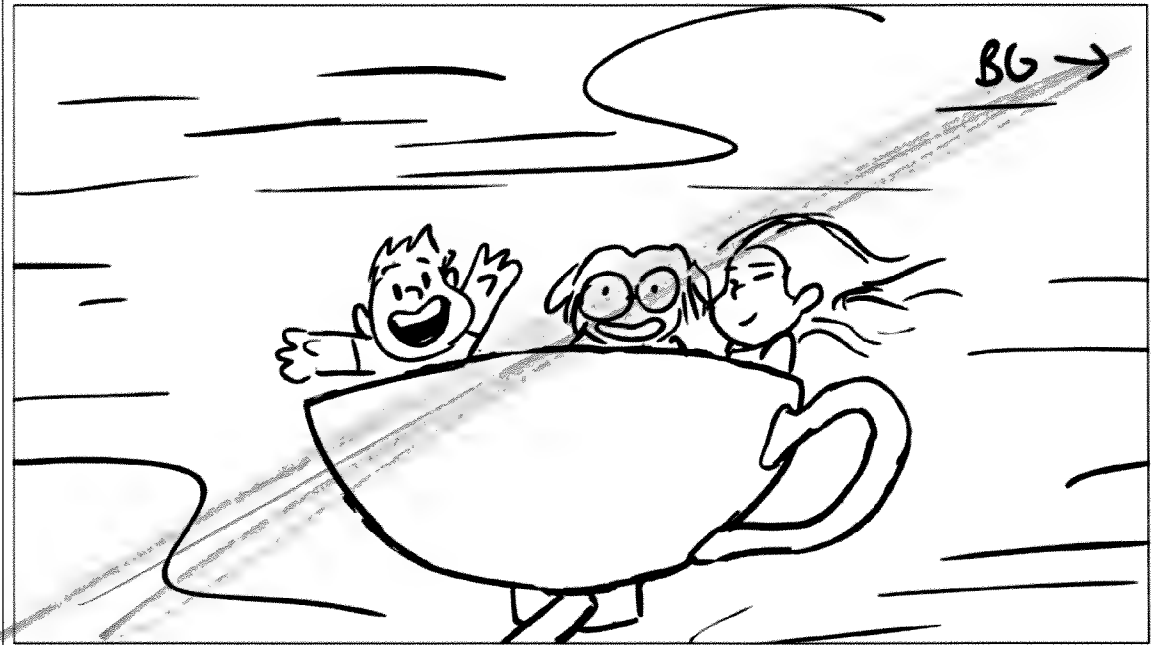


Action Notes  
Background pans screen left to right.

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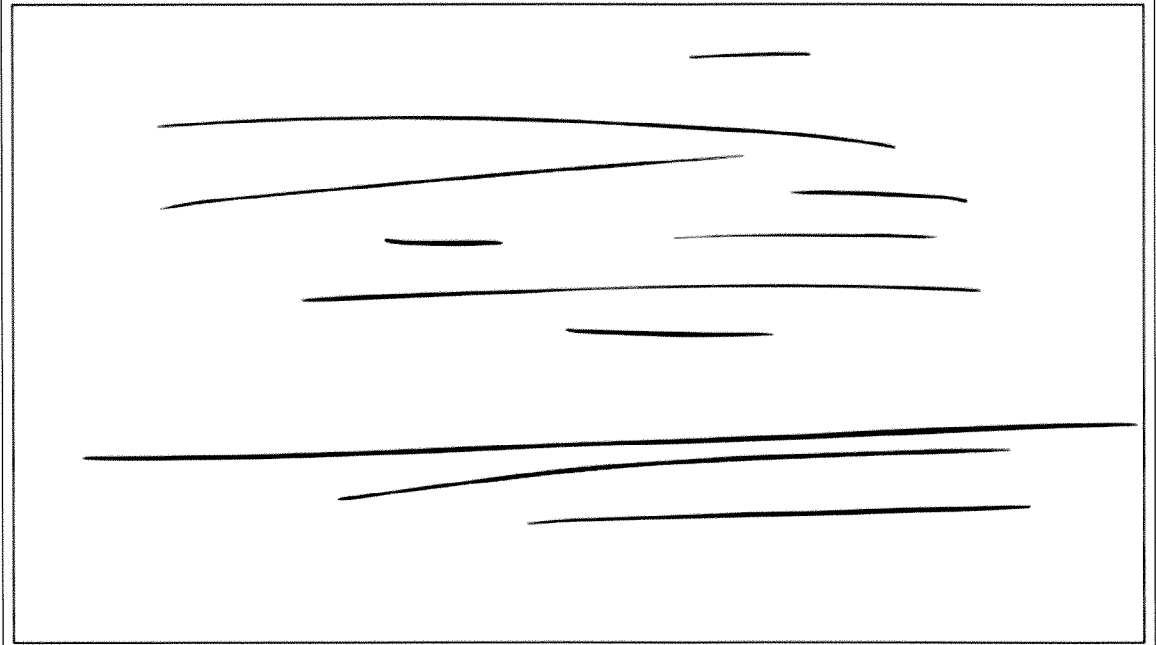


Scene	Panel
118	4



Action Notes  
Background pans screen left to right.

Scene	Panel
119	1



Action Notes  
Background pans screen left to right.

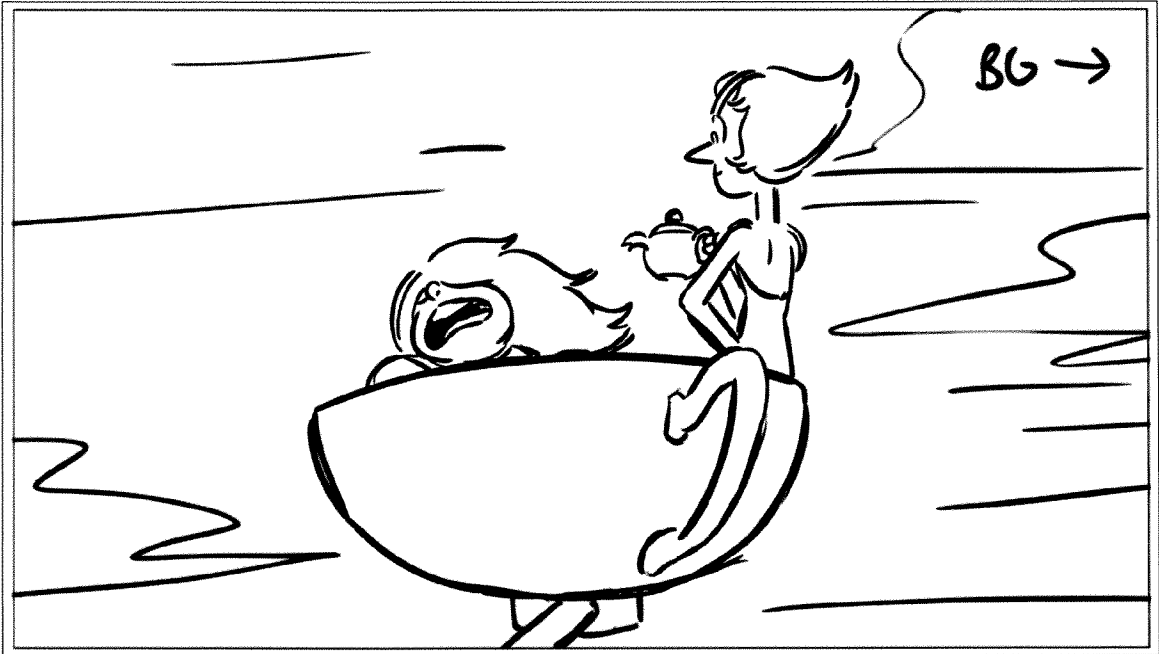
Slugging  
0.04

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Scene	Panel
120	1



Dialog

AMETHYST: <SNORING>

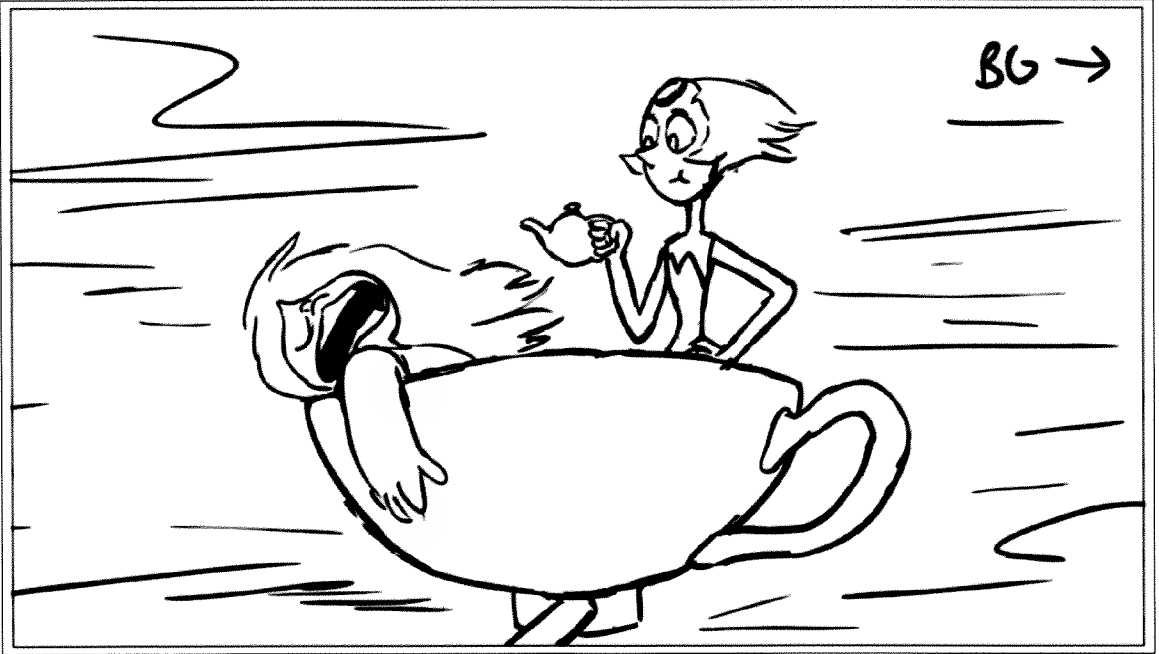
Action Notes

Background pans screen left to right.

Slugging

Panels 1 to 4 = 4.06

Scene	Panel
120	2



Dialog

AMETHYST: <SNORING>

Action Notes

Background pans screen left to right.

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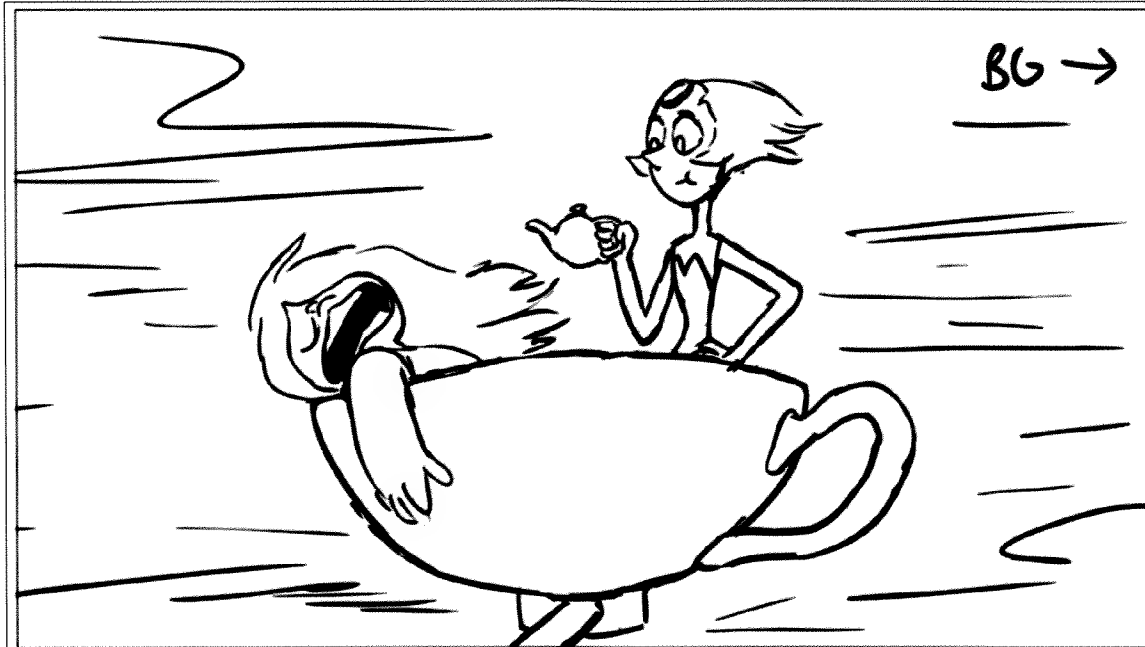
Scene 120 Panel 3  
CONT



Dialog  
AMETHYST: <SNORING>

Action Notes  
Background pans screen left to right.

Scene 120 Panel 4  
CONT

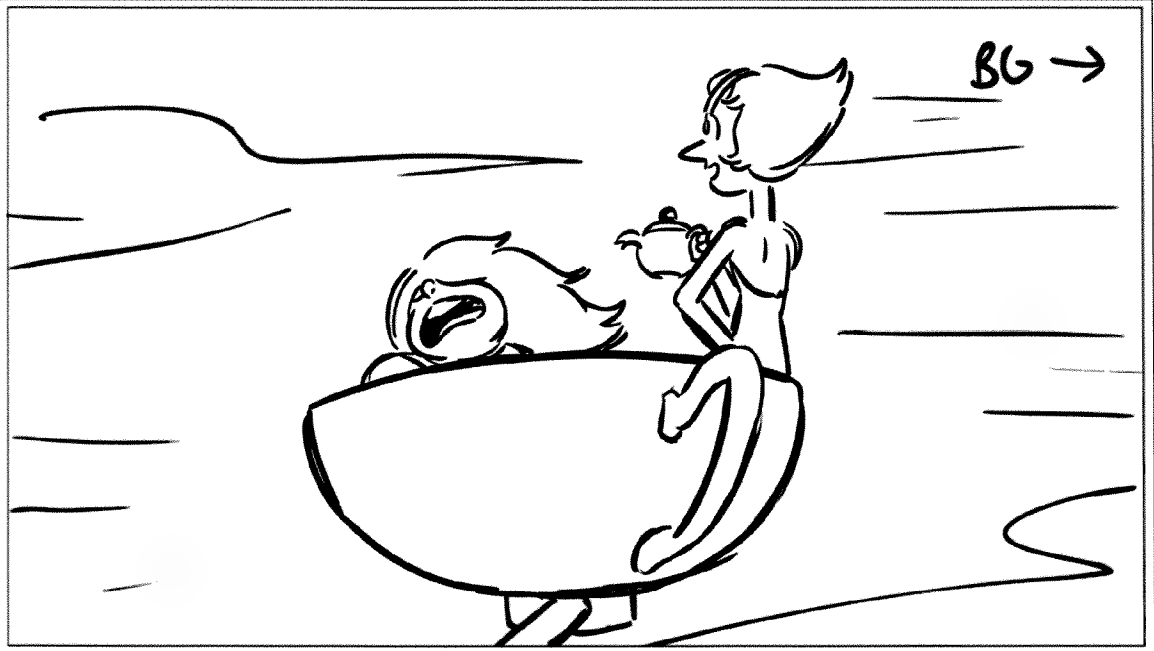


Dialog  
AMETHYST: <SNORING>

Action Notes  
Background pans screen left to right.

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Scene 120 Panel 5

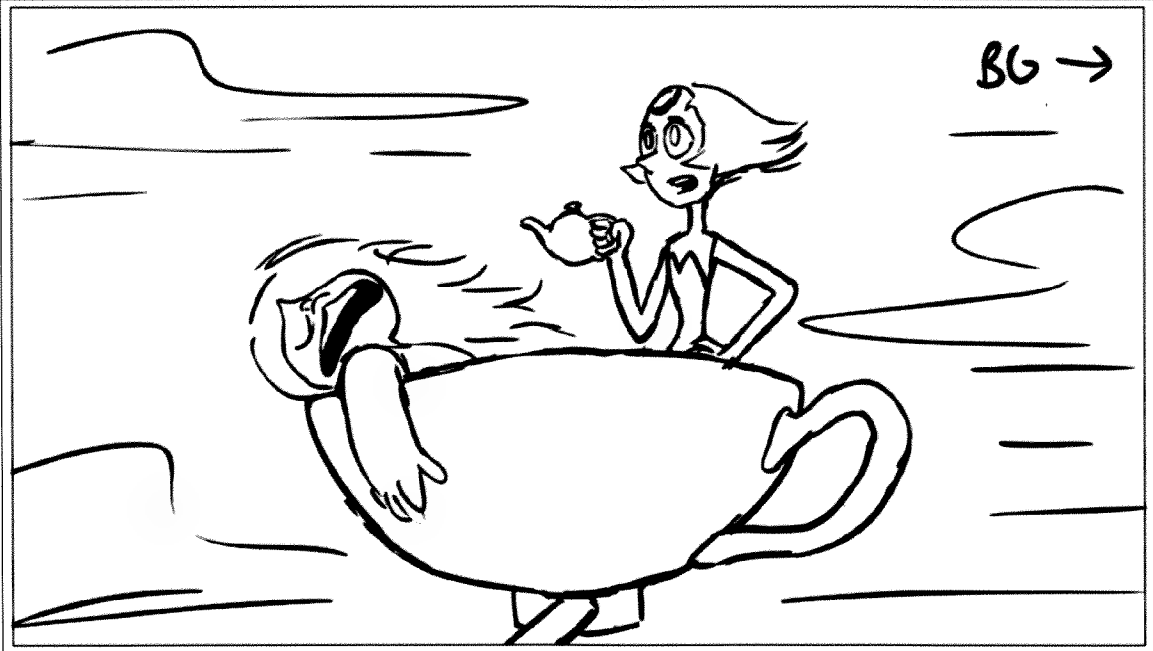


Dialog  
PEARL: I MISUNDERSTOOD THE POINT OF THIS RIDE.

Action Notes  
Background pans screen left to right.

Slugging  
Panels 5 to 8 = 2.15

Scene 120 Panel 6



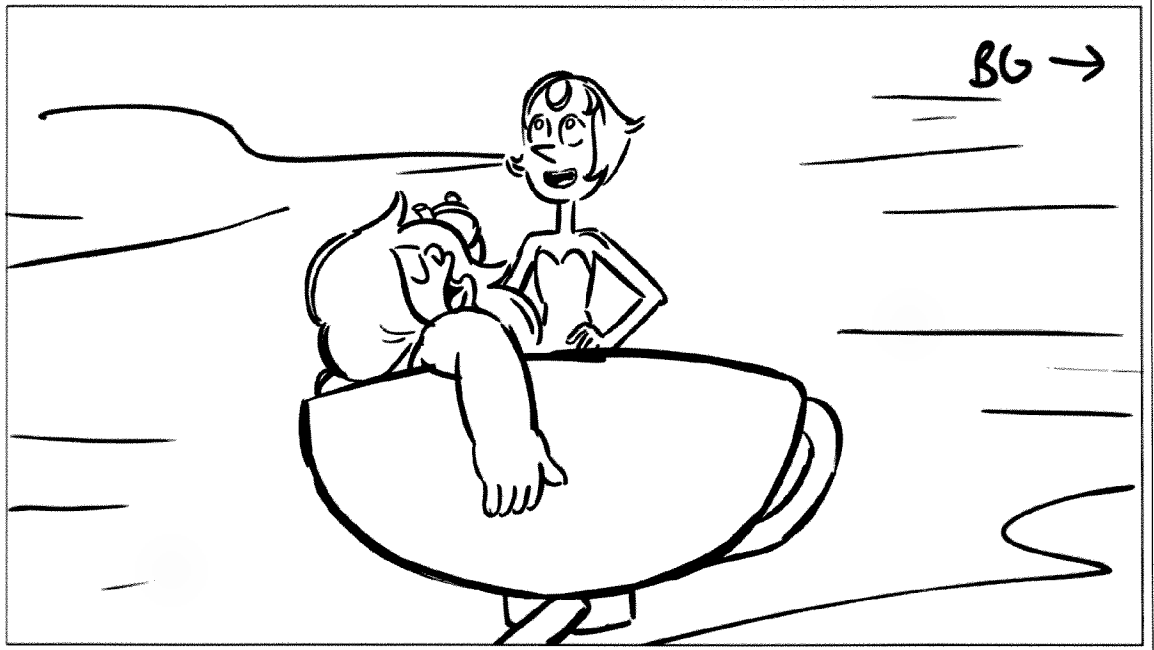
Action Notes  
Background pans screen left to right.

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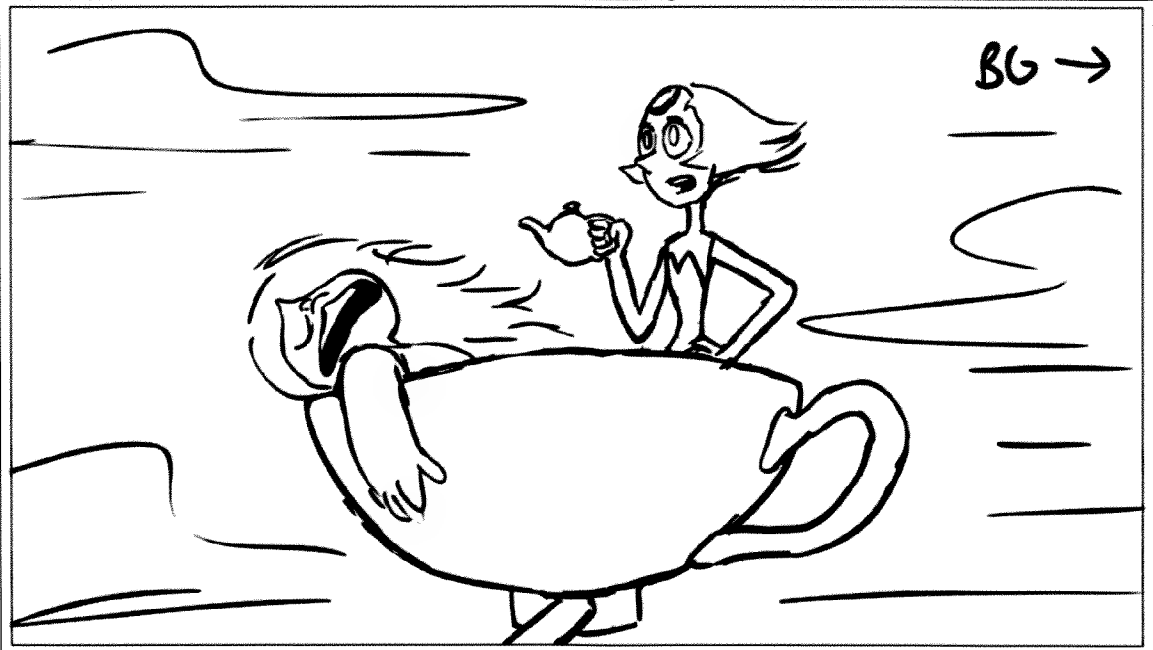
Scene 120 Panel 7  
CONT



Dialog  
PEARL: I MISUNDERSTOOD THE POINT OF THIS RIDE.

Action Notes  
Background pans screen left to right.

Scene 120 Panel 8  
CONT



Action Notes  
Background pans screen left to right.

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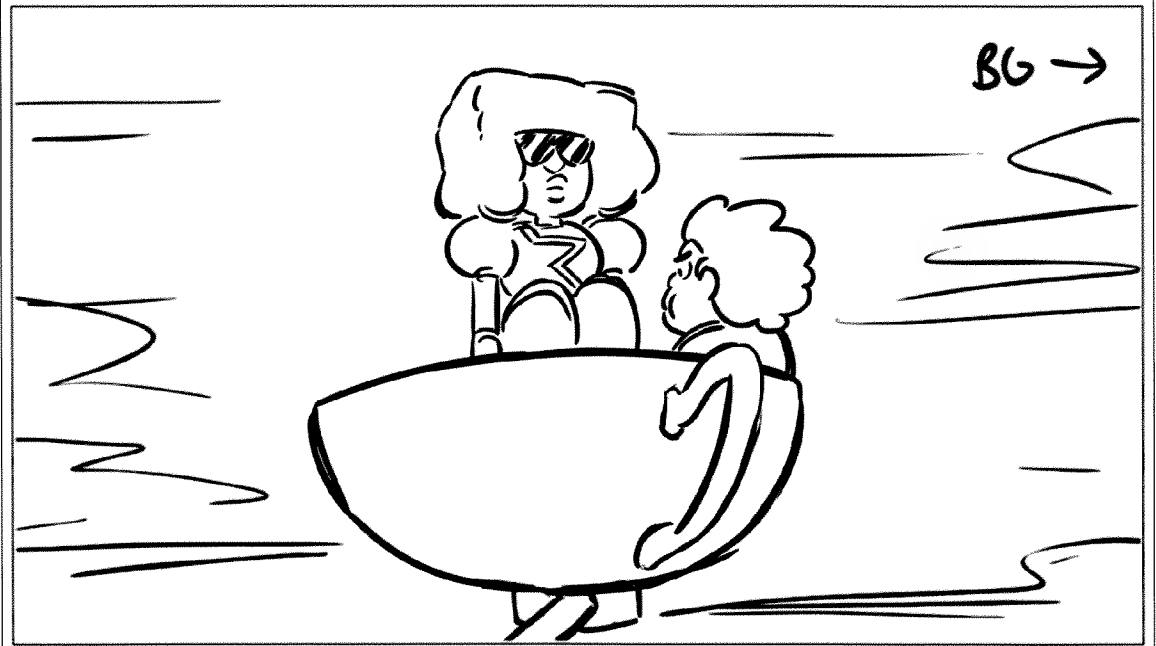
Scene	Panel
121	1



Action Notes  
Background pans screen left to right.

Slugging  
0.04

Scene	Panel
122	1



Action Notes  
Background pans screen left to right.

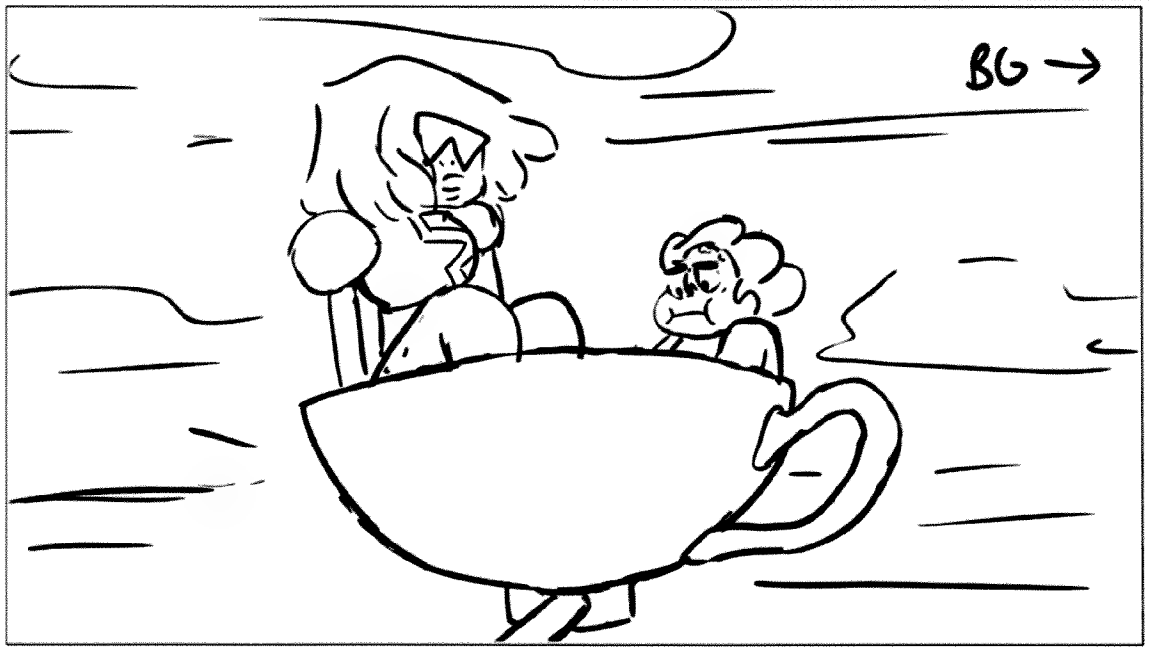
Slugging  
Panels 1 to 4 = 1.14

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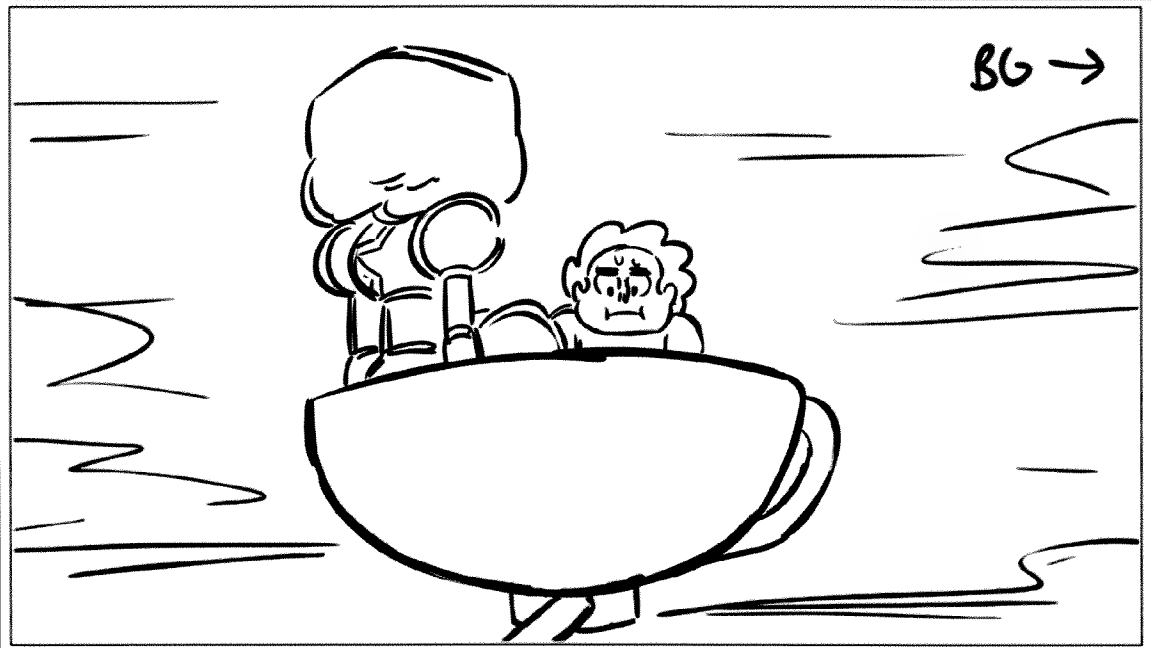
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Scene 122 Panel 2



Action Notes  
Background pans screen left to right.

Scene 122 Panel 3



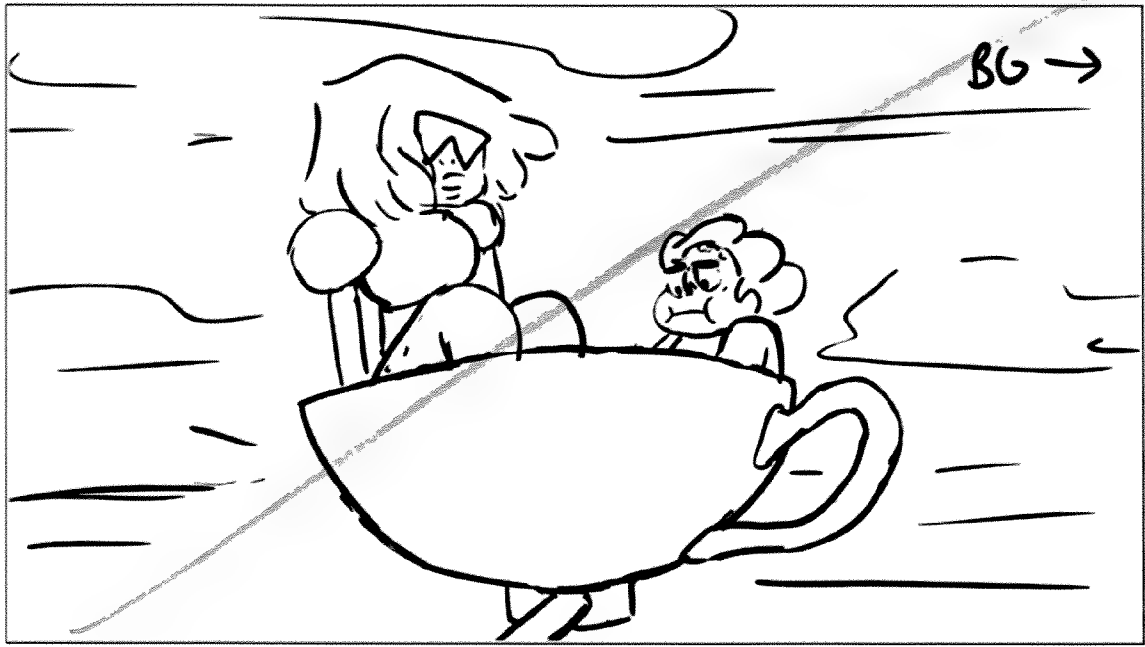
Action Notes  
Background pans screen left to right.

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Scene	Panel
122	cont 4



Action Notes

Background pans screen left to right.

Scene	Panel
123	1



Dialog

GARNET: THIS IS FUN, STEVEN.

Action Notes

Background pans screen left to right.

Slugging

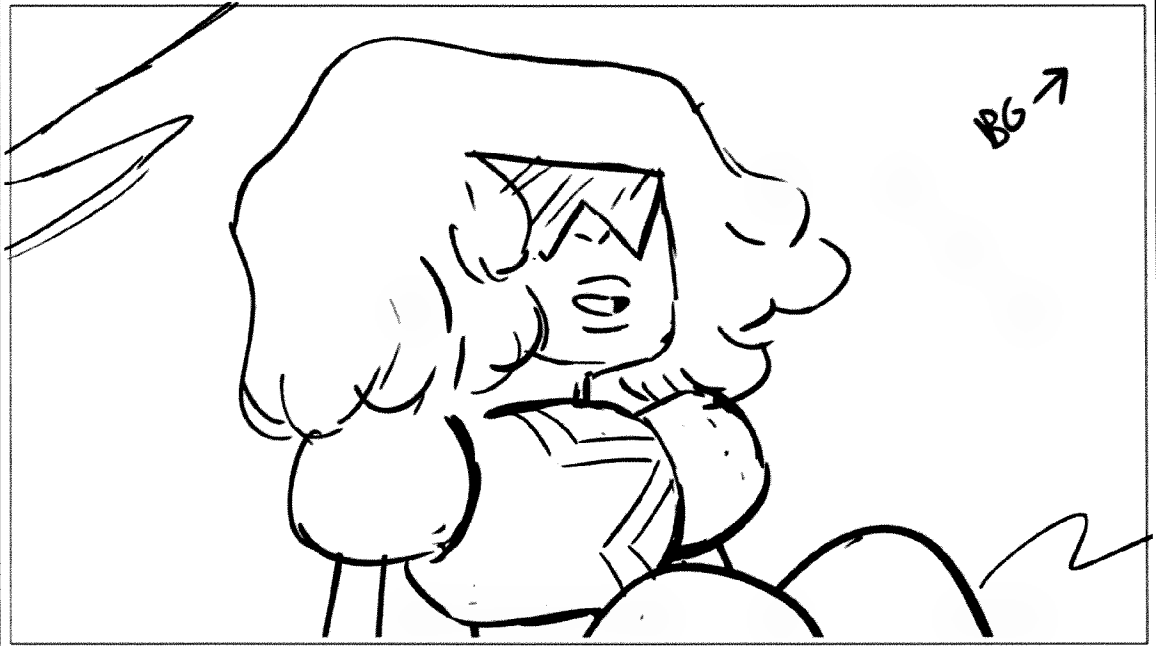
Panels 1 + 2 = 2.09

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1020.007



Scene	Panel
123	2



Action Notes  
Background pans screen left to right.

Scene	Panel
124	1



Dialog  
STEVEN: (\*FEELING SICK) MLLRGHGH...

Action Notes  
Background pans screen left to right.

Steven Shake.

Slugging  
2.08

Scene	Panel
124	CONT 2



Action Notes  
Background pans screen left to right.

Steven Shake.

Slugging  
0.05

Scene	Panel
124	CONT 3



Dialog  
STEVEN: I THINK I NEED TO GET OFF THIS RIDE NOW!

Action Notes  
Background pans screen left to right.

Steven Shake.

Slugging  
Panels 3 + 4 x 9 = 0.10

Total frames repeat = 5.10

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1020.007

Scene	Panel
124	4



Action Notes  
Background pans screen left to right.

Steven Shake.

Slugging  
0.05

Scene	Panel
124	5



Action Notes  
Background pans screen left to right.

Background shake.

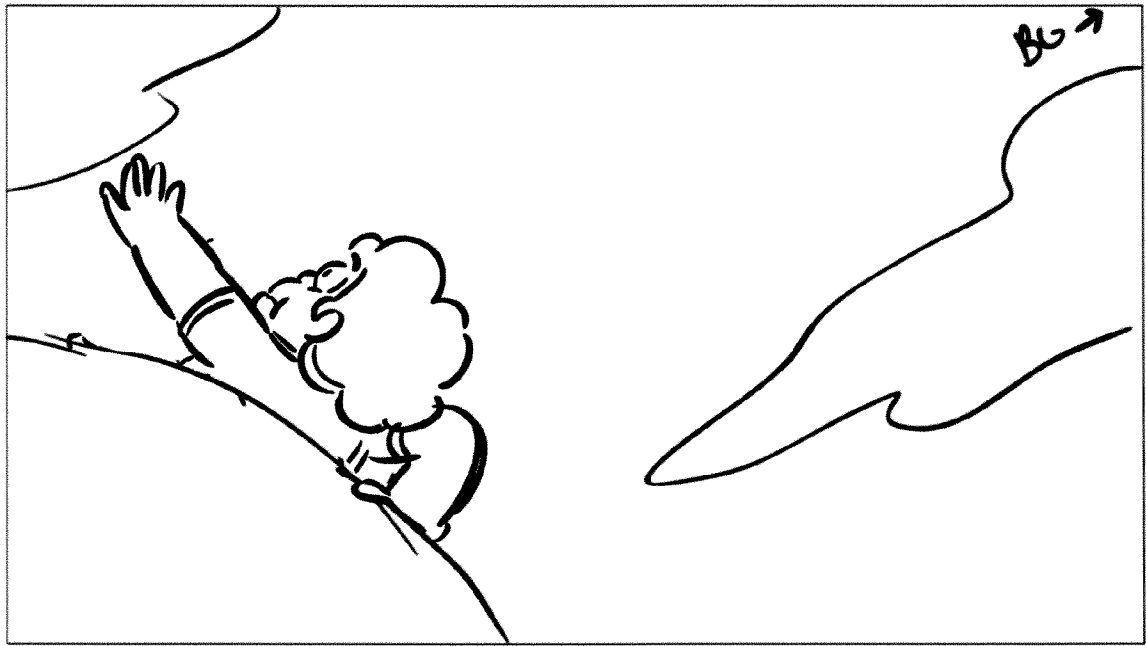
Slugging  
0.06

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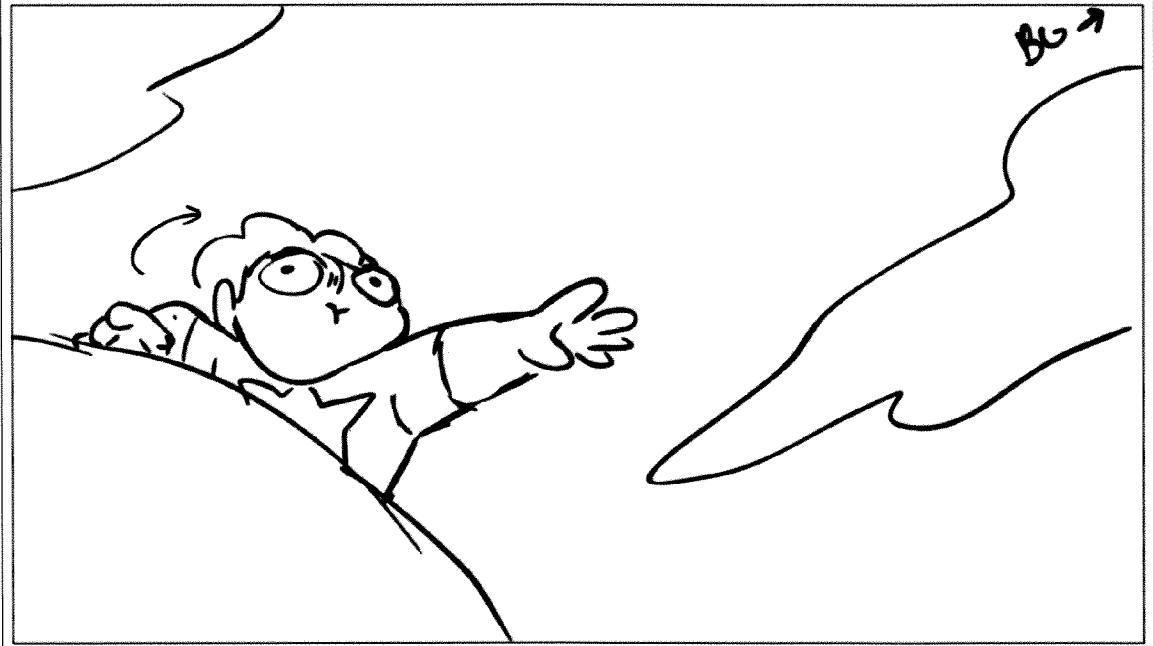
Scene	Panel
125	1



Action Notes  
Background pans screen left to right.

Slugging  
Panels 1 + 2 = 0.05

Scene	Panel
125	2



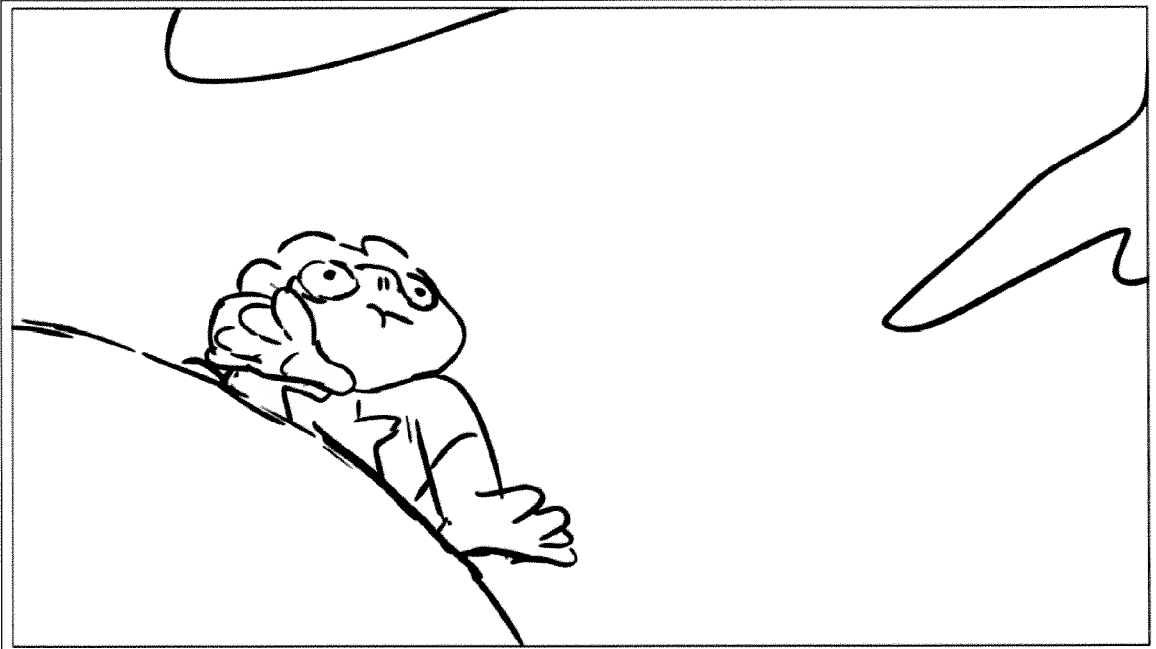
Action Notes  
Background pans screen left to right.

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Scene	Panel
125	3



Action Notes

Background pans screen left to right.

Slugging

0.05

Scene	Panel
125	4



Action Notes

Background pans screen left to right.

Slugging

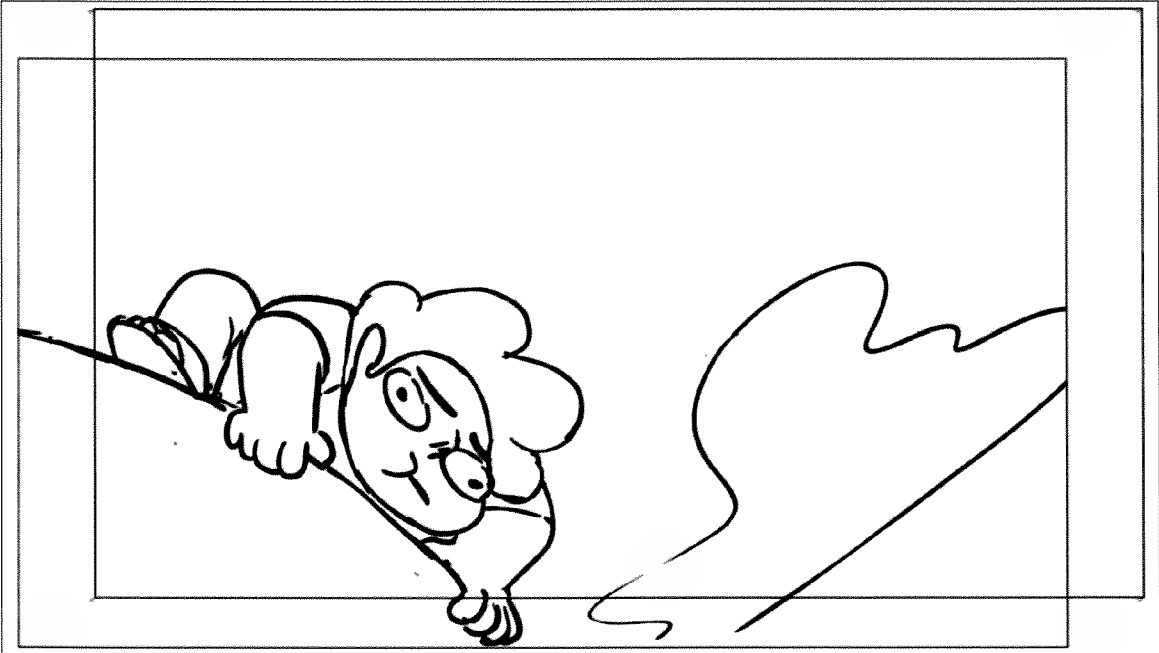
0.05

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Scene 125 Panel 5



Action Notes  
Background pans screen left to right.

Slugging  
ADJ: 0.08  
  
ADJ through panels 5 to 8.

Scene 125 Panel 6



Action Notes  
Background pans screen left to right.

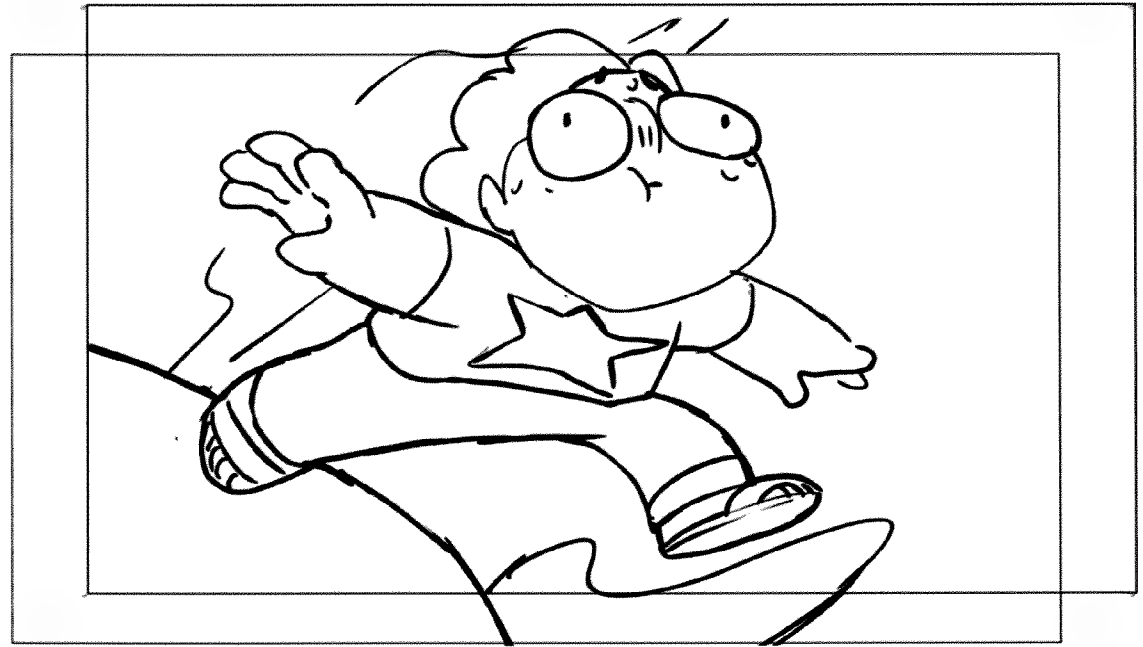
Slugging  
ADJ: 0.04  
  
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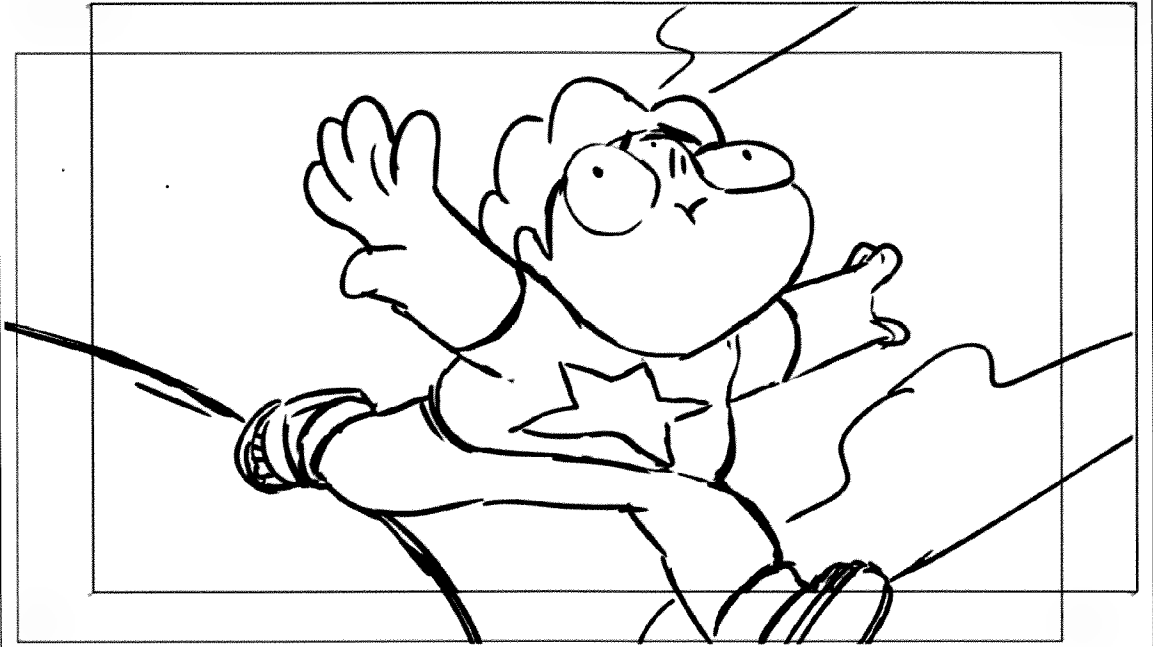
Scene 125 Panel 7



Action Notes  
Background pans screen left to right.

Slugging  
ADJ: 0.04

Scene 125 Panel 8



Action Notes  
Background pans screen left to right.

Slugging  
ADJ: 0.04

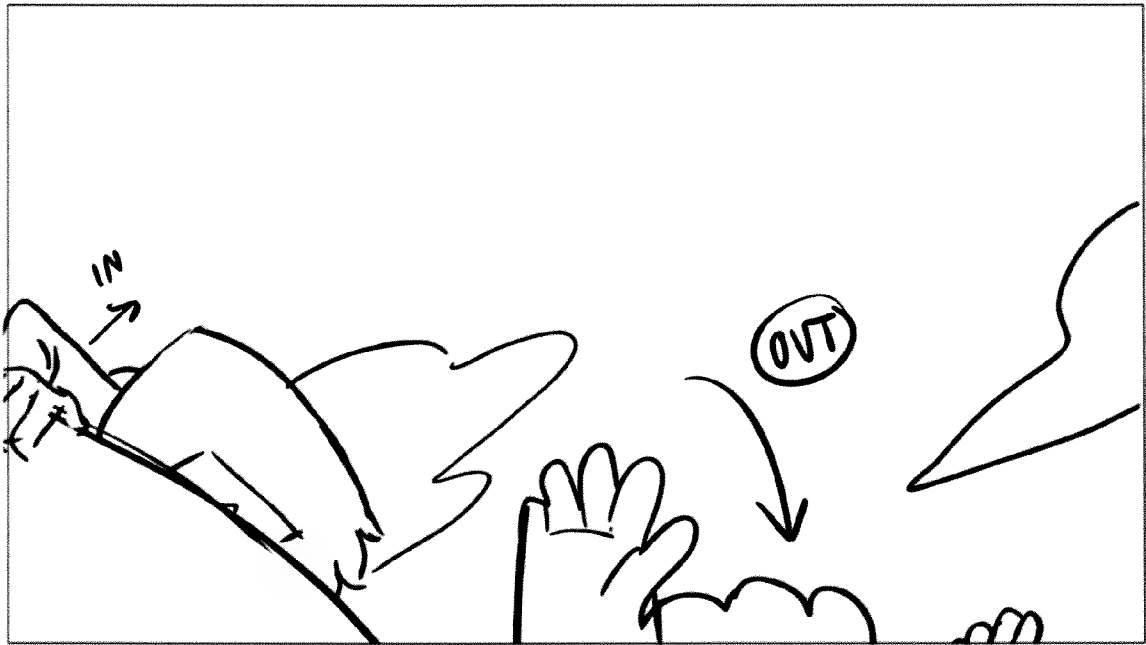
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1020.007

Scene	Panel
125	9



Action Notes  
Background pans screen left to right.

Slugging  
0.04

Scene	Panel
125	10



Dialog  
GARNET: STEVEN...

Action Notes  
Background pans screen left to right.

Slugging  
0.08

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Scene 125 Panel 11



Dialog  
GARNET: ...NO!

Action Notes  
Background pans screen left to right.

Slugging  
1.04

Scene 126 Panel 1



Dialog  
MR. SMILEY: AHAHA HA!

Slugging  
1.10  
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Scene	Panel
126	CONT 2



Slugging  
0.04

Scene	Panel
126	CONT 3



Slugging  
0.04

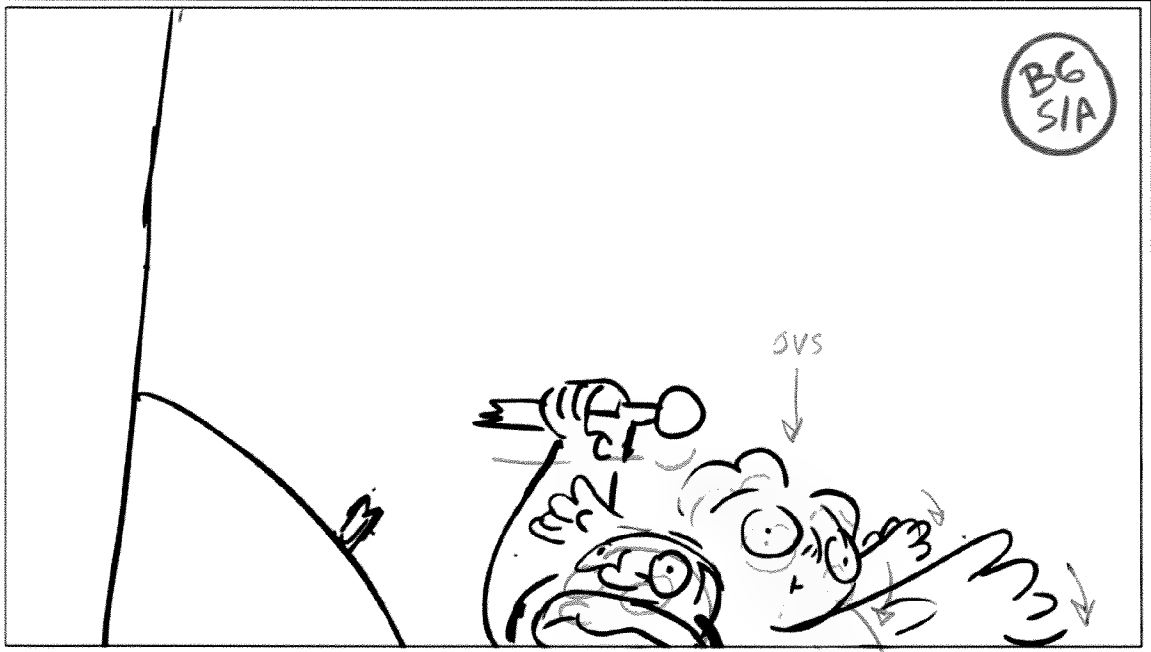
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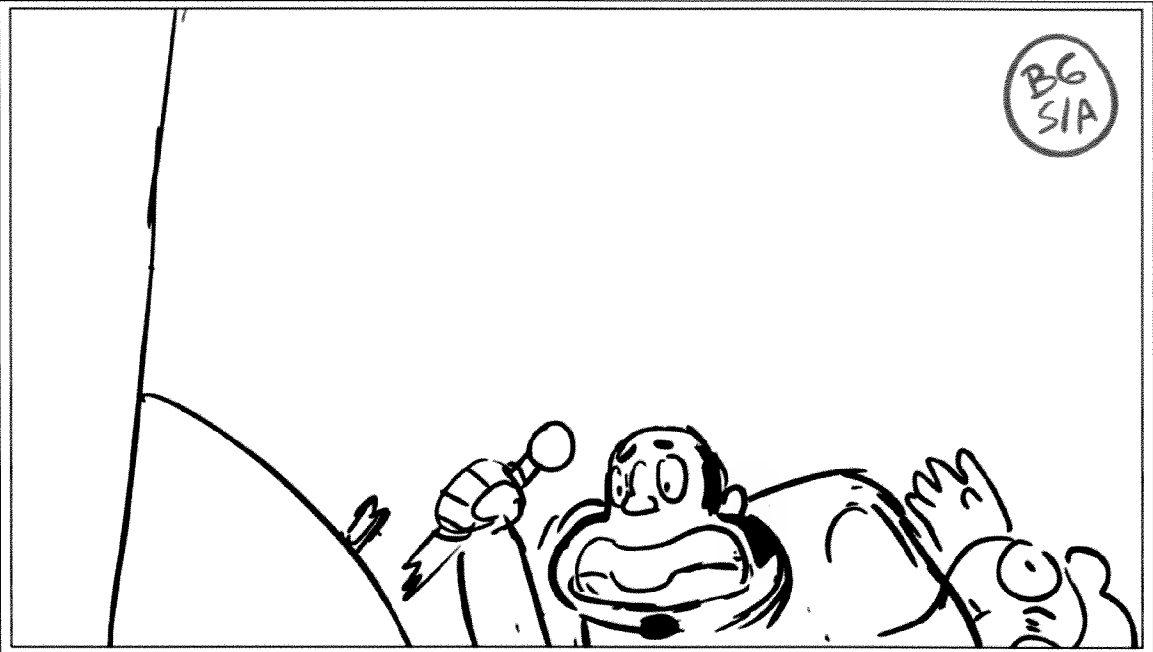
Scene 126 Panel **cont** 4



Slugging  
1.04

STEVEN'S  
ACTION ON  
(4A)

Scene 126 Panel **cont** 5



Slugging  
0.06

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Scene 126 Panel 6



Slugging  
0.12

Scene 126 Panel 7



Dialog  
MR. SMILEY: HAHA?

Slugging  
1.08

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1020-007

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Scene	Panel
127	1

Dialog
CHILDREN
<SCREAMING>

Slugging

Panels 1 + 2 x 5 = 0.08

Total frames for repeat = 2.13

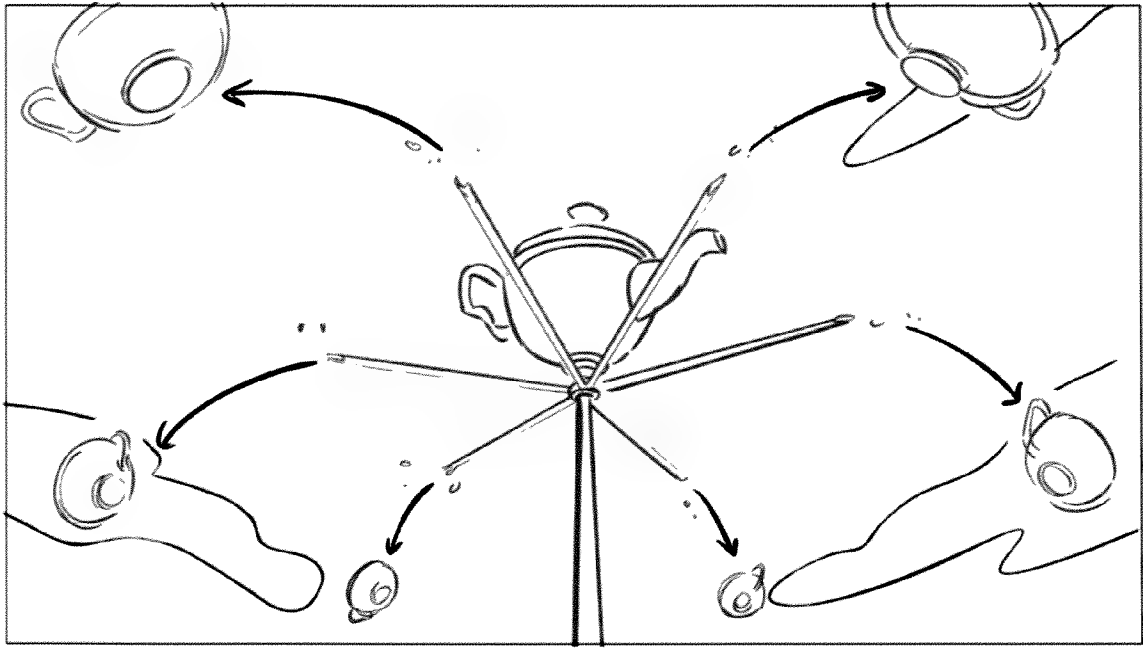
Scene	Panel
127	2

Dialog
CHILDREN
<SCREAMING>

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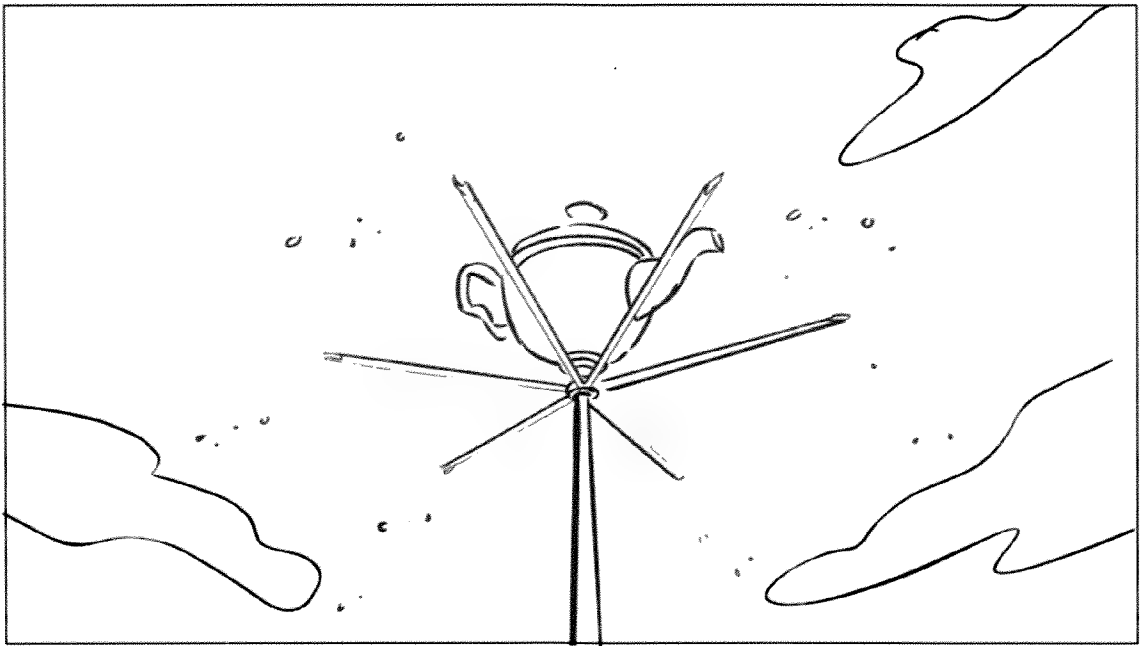
Scene	Panel
127	cont 3



Dialog  
<MORE SCREAMING>

Slugging  
0.10

Scene	Panel
127	cont 4



Dialog  
<MORE SCREAMING>

Slugging  
1.03

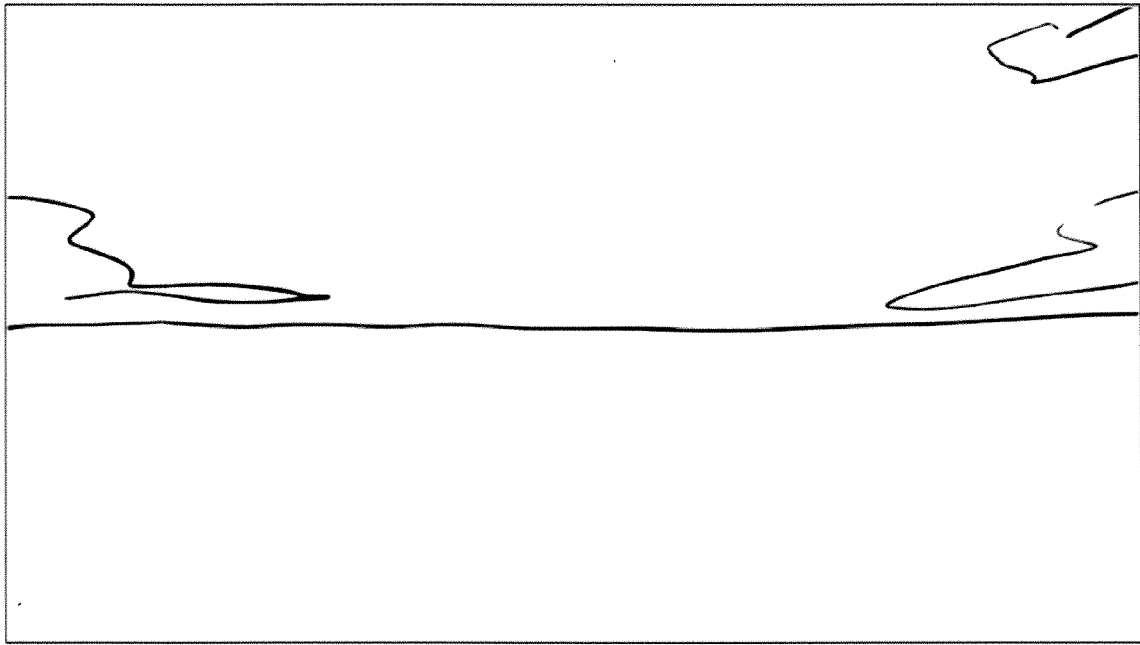
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1020-007

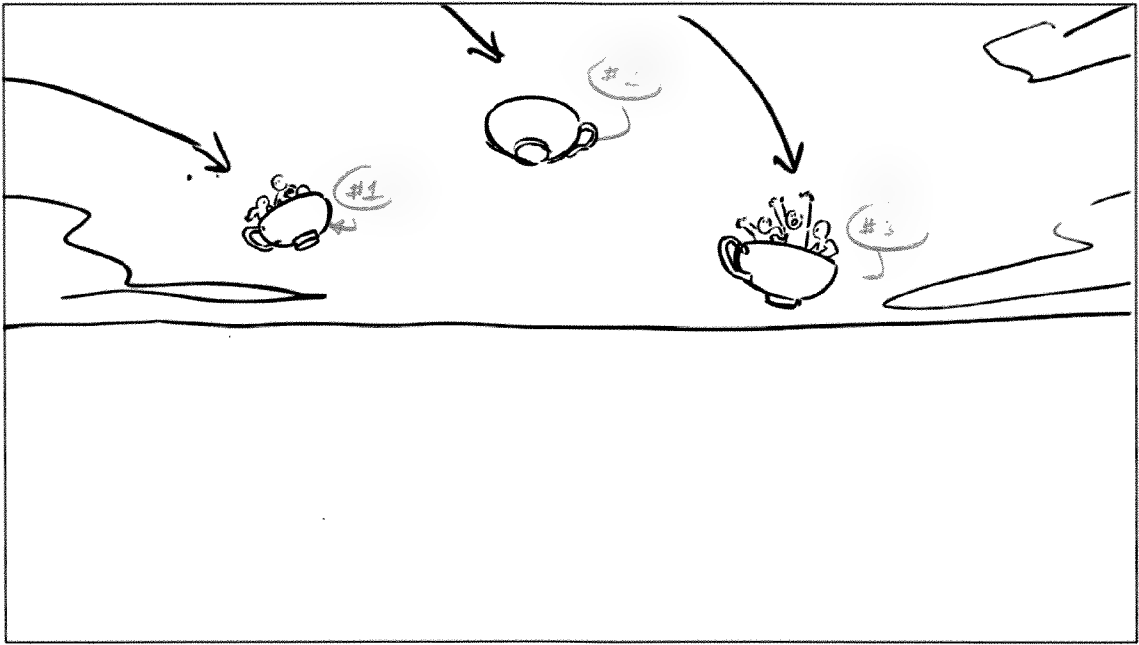
1020-007

Scene	Panel
128	1



Slugging  
0.06

Scene	Panel
128	2



Dialog  
<MORE SCREAMING>

Slugging  
0.08

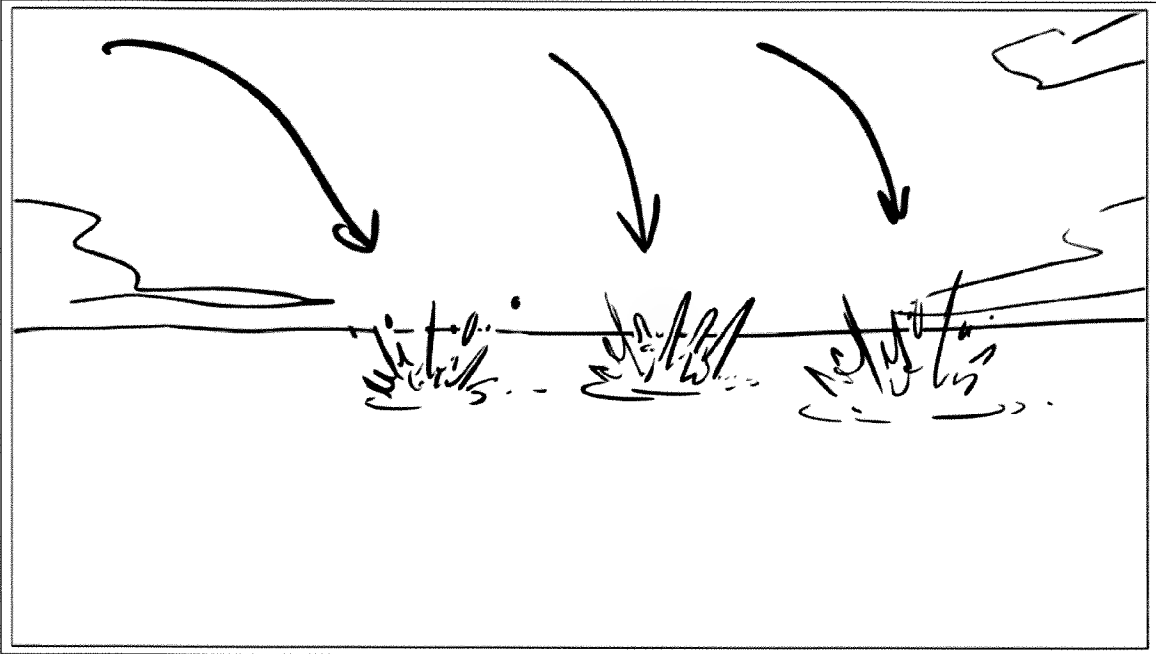
JUN 10 2013

1020-007

1020-007

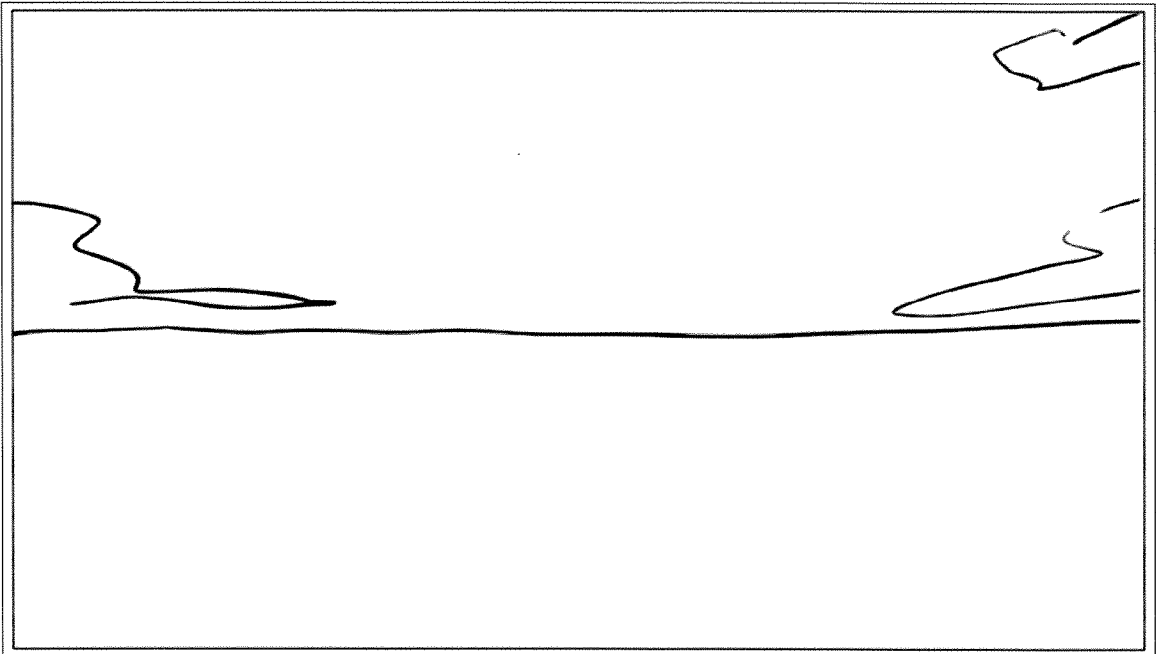
1020-007

Scene	Panel
128	3



Slugging  
0.12

Scene	Panel
128	4



Slugging  
1.07

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1020-007



Scene	Panel
128	5

Slugging  
1.10

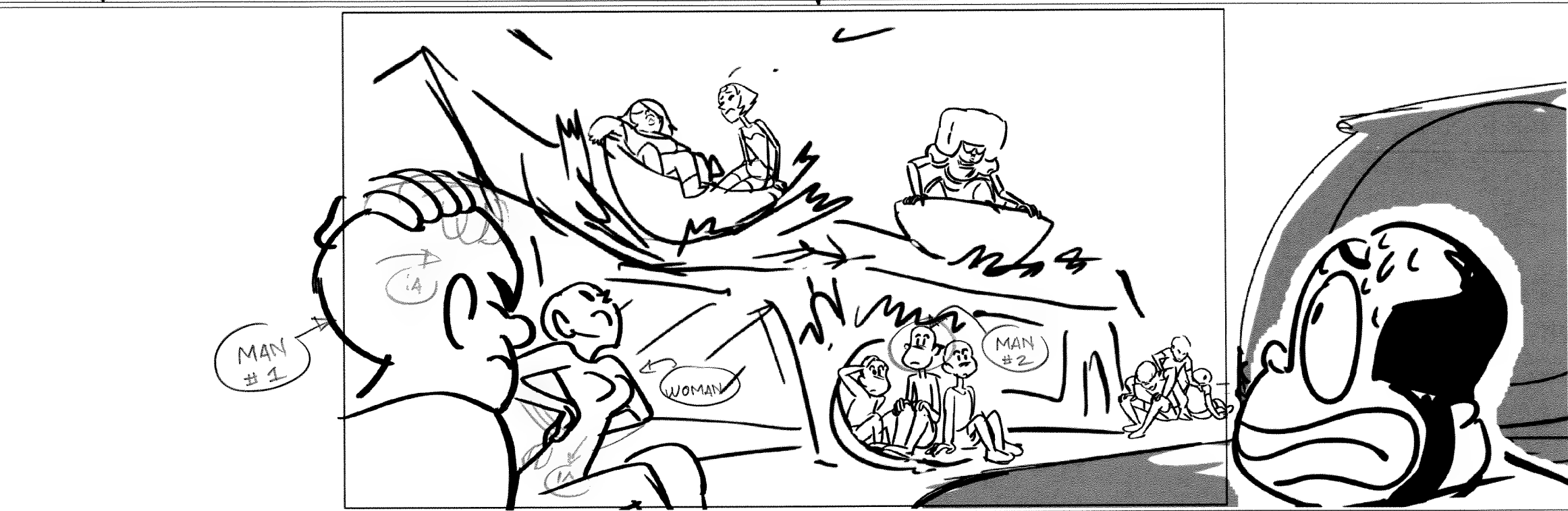
1020-007

1020-007

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1020-007

Scene 129	Panel 1
--------------	------------



Dialog  
AMETHYST: <SNORING>

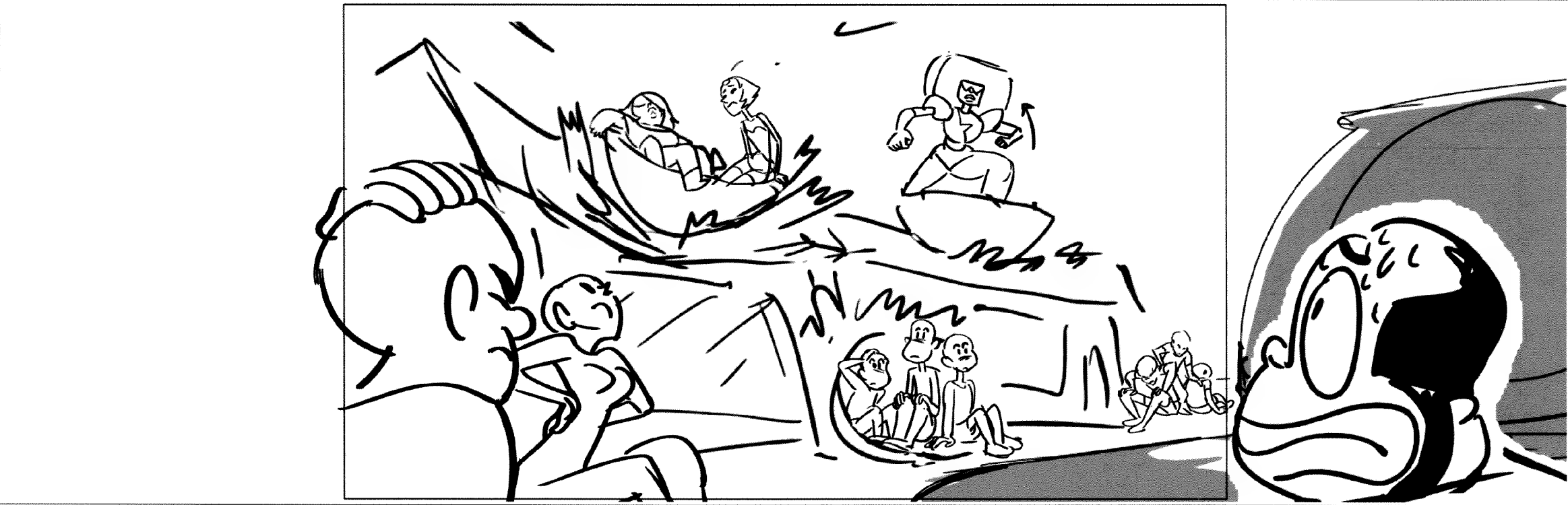
Slugging  
Panels 1 + 2 = 1.10

MAN #2  
TURN  
C→  
1A

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Scene  
129 CONT.

Panel  
2



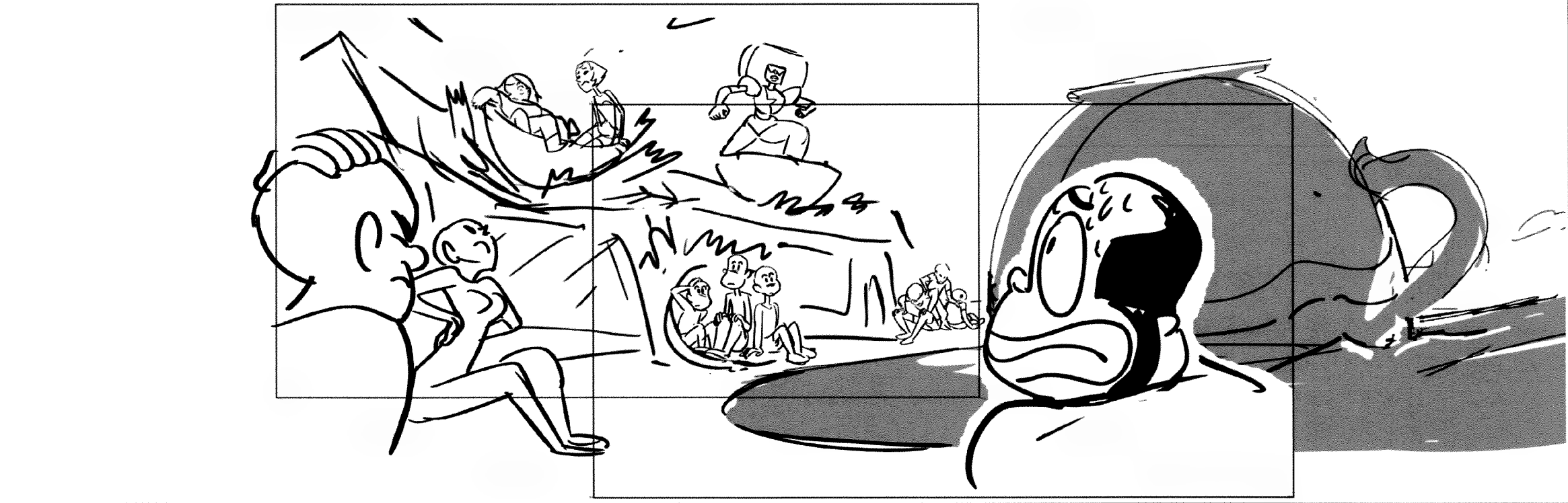
JUN 10 2013

1020-007

1020-007

Scene  
129 CONT

Panel  
3



Action Notes

Foreground teacup pans screen right to left.  
Start out of focus.  
Foreground teacup comes into focus, BG out of focus.  
Teacup passes, background comes into focus.

Slugging

ADJ: 0.10

Then HOLD: 0.10

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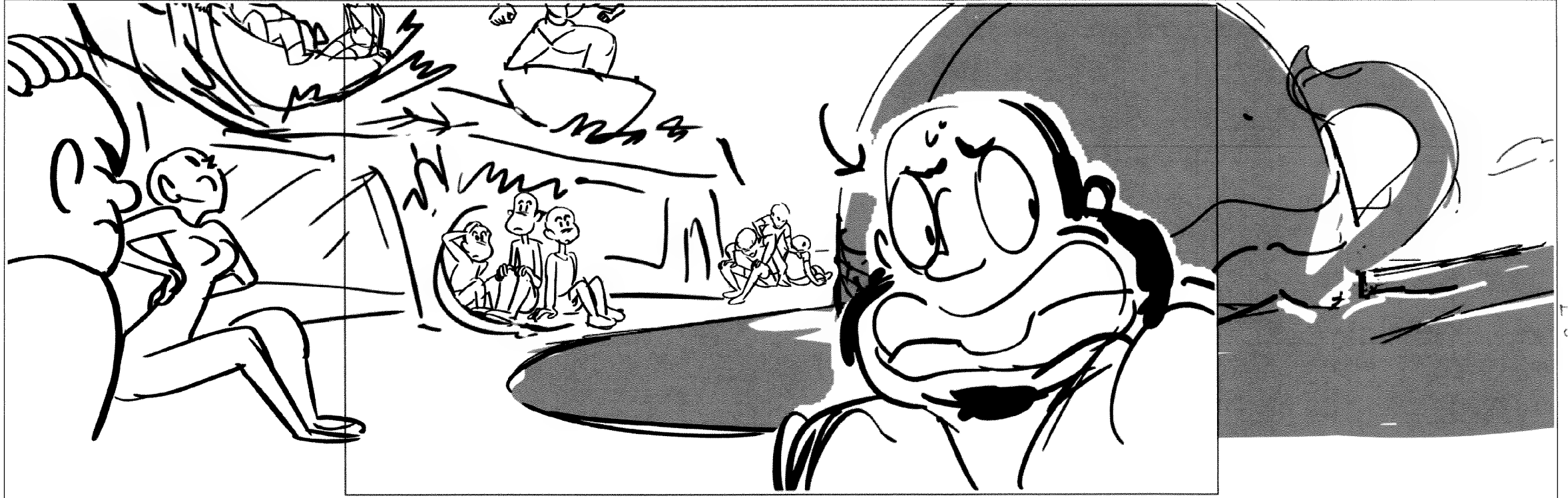
1020-007

Scene

129 CONT

Panel

4



## Action Notes

Foreground teacup pans screen right to left.

Start out of focus.

Foreground teacup comes into focus, BG out of focus.

Teacup passes, background comes into focus.

Slugging

1.00

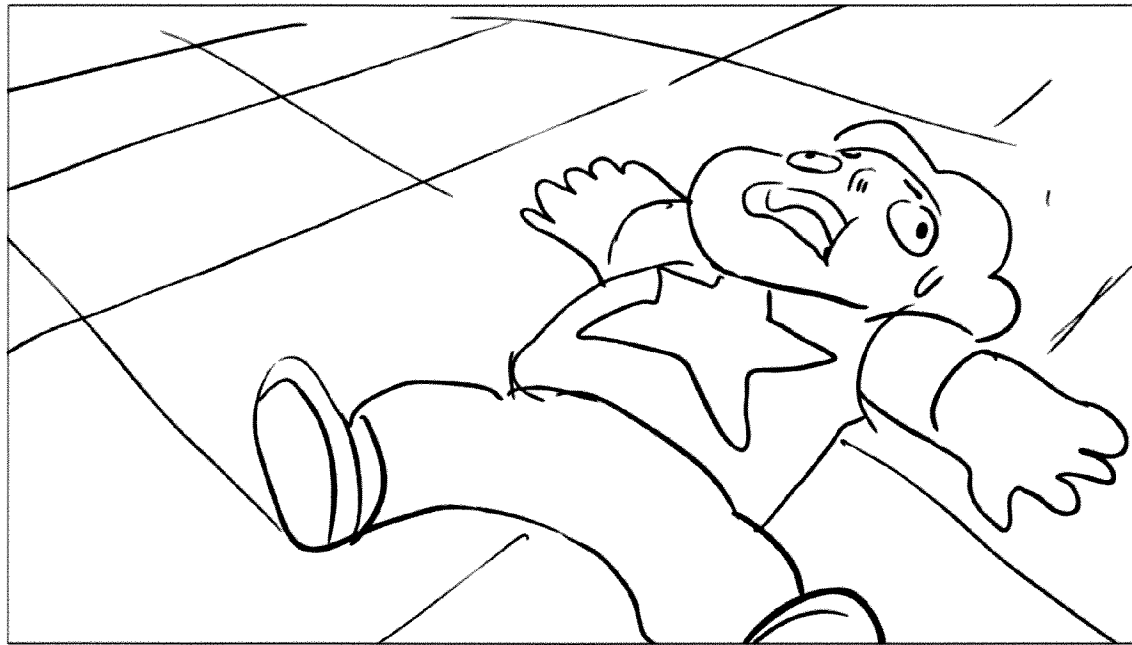
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1020-007

1020-007

Scene	Panel
130	1



Slugging  
0.14

Scene	Panel
130	2



Slugging  
0.08

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1020-007

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Scene	Panel
130	cont 3



Slugging  
0.13

Scene	Panel
131	1



Slugging  
Panels 1 + 2 = 1.05

Notes  
H.U. pose Steven starts off screen right.

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Scene 131 Panel 2



Dialog  
MR. SMILEY: HA HA!

Scene 131 Panel 3



Dialog  
MR. SMILEY: STEVEN! YOU'RE BANNED FROM ALL THE RIDES! FOREVER!

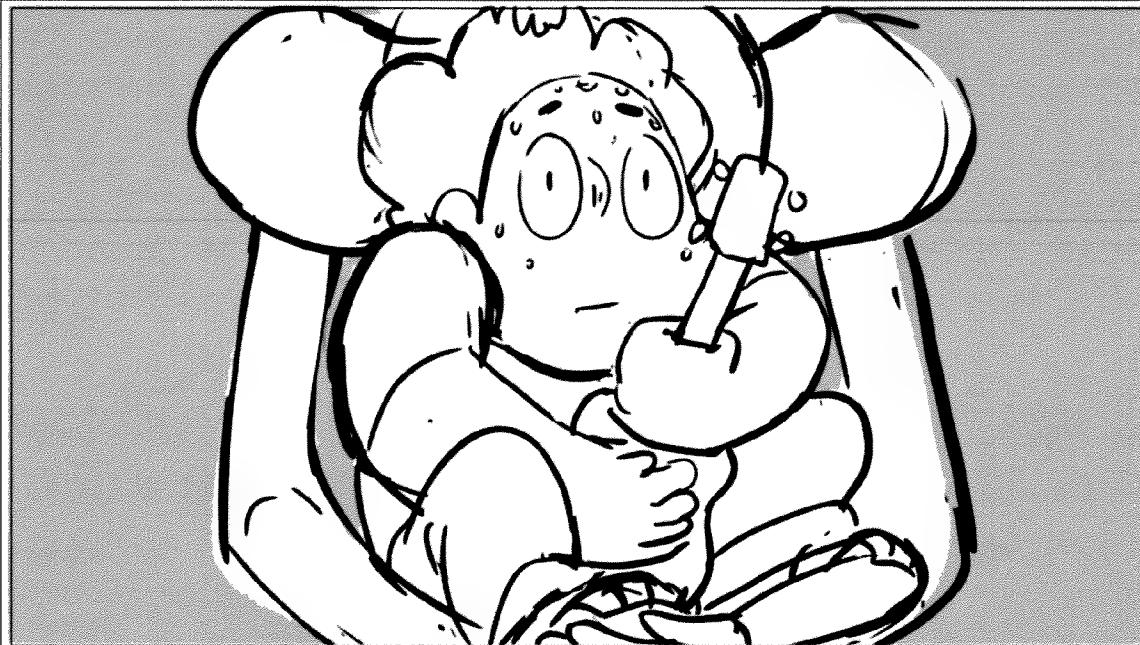
Slugging  
5.03

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Scene	Panel
133	2



Slugging  
0.13

Scene	Panel

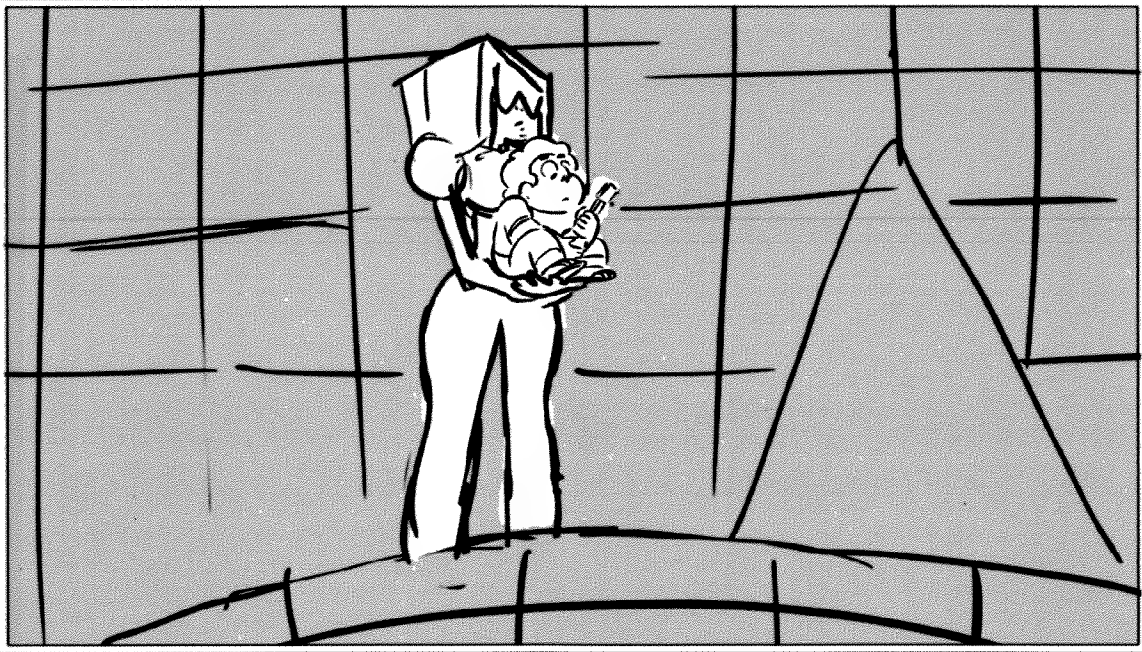
JUN 10 2013

1020-007

1020-007

1020-007

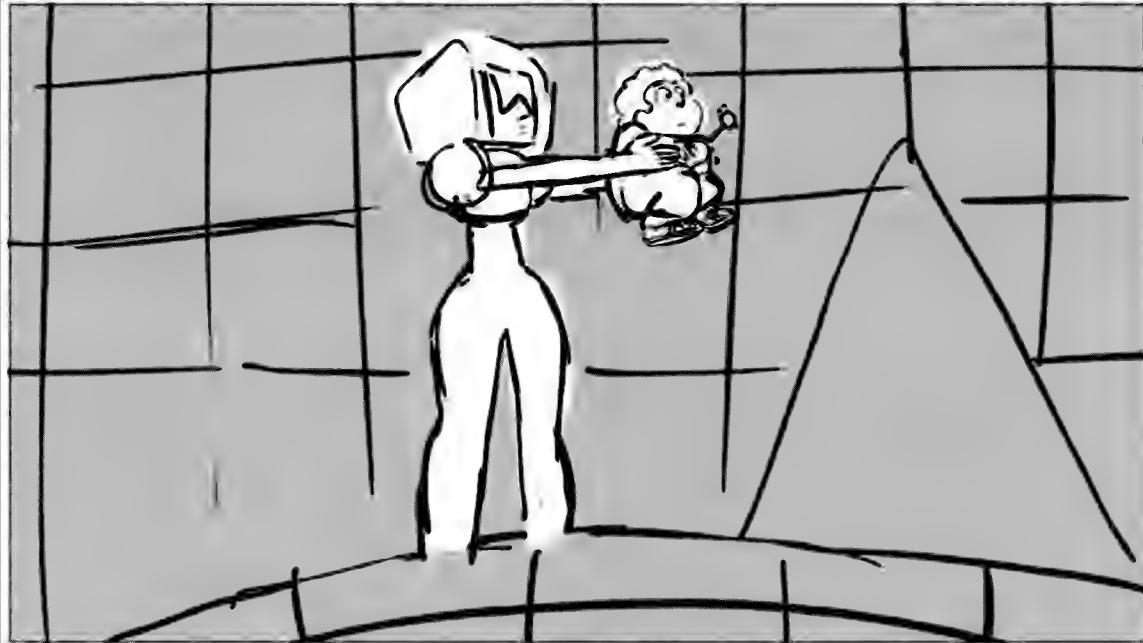
Scene	Panel

Scene	Panel
134	1
	
<p>Slugging 0.14</p> <p>JUN 10 2013</p>	

1020-007

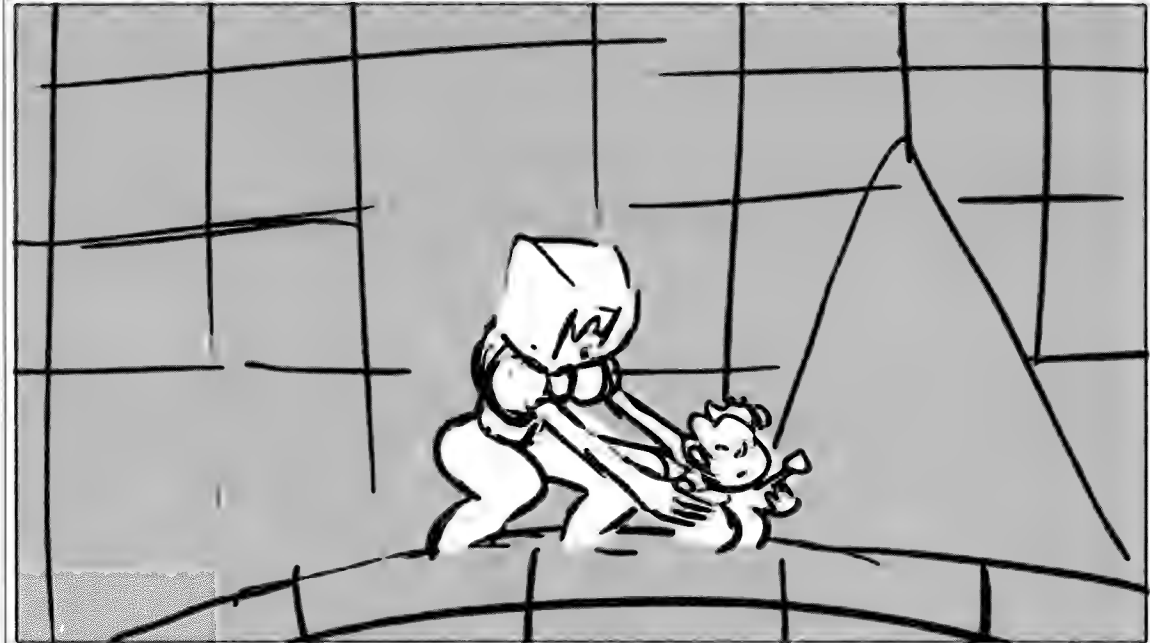
1020-007

Scene	Panel
134	<i>CONT</i>
	2



Slugging  
0.14

Scene	Panel
134	<i>CONT</i>
	3



Slugging  
0.07

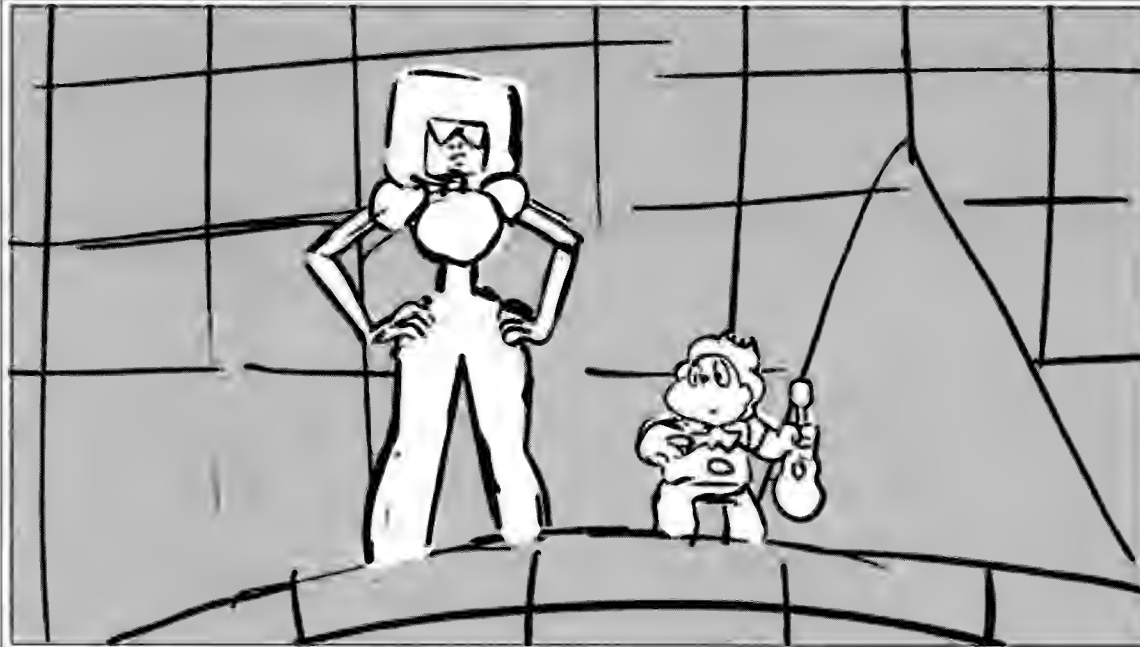
JUN 10 2013

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1020-007

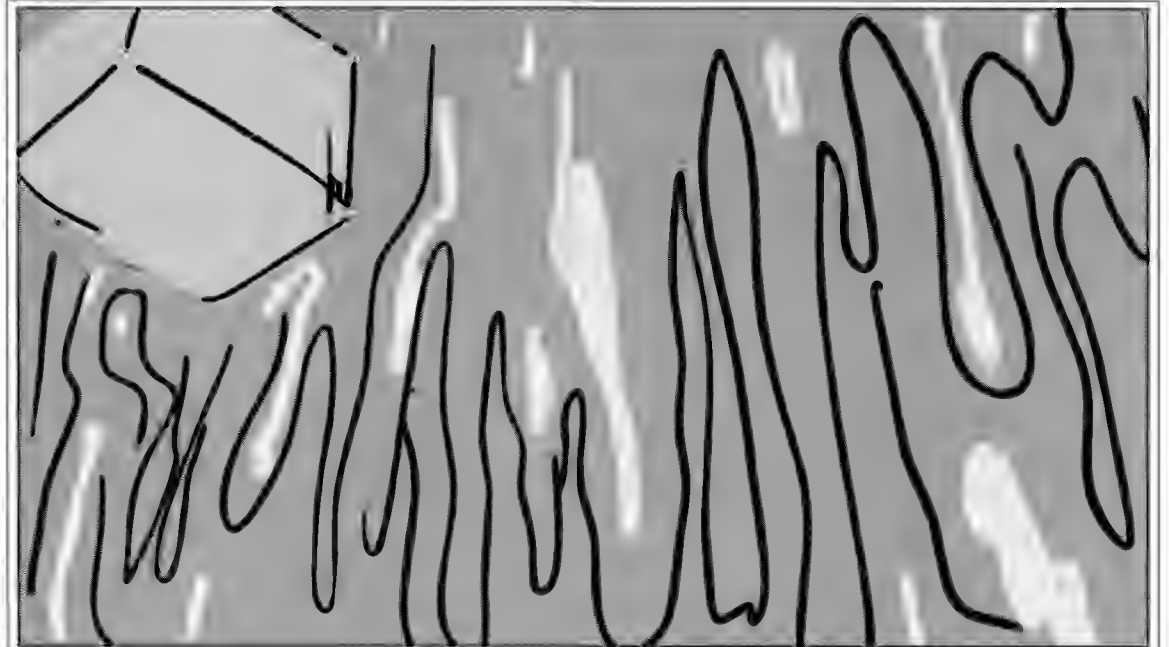
1020-007

Scene	Panel
134	cont 4



Slugging  
1.06

Scene	Panel
135	1



Slugging  
0.10

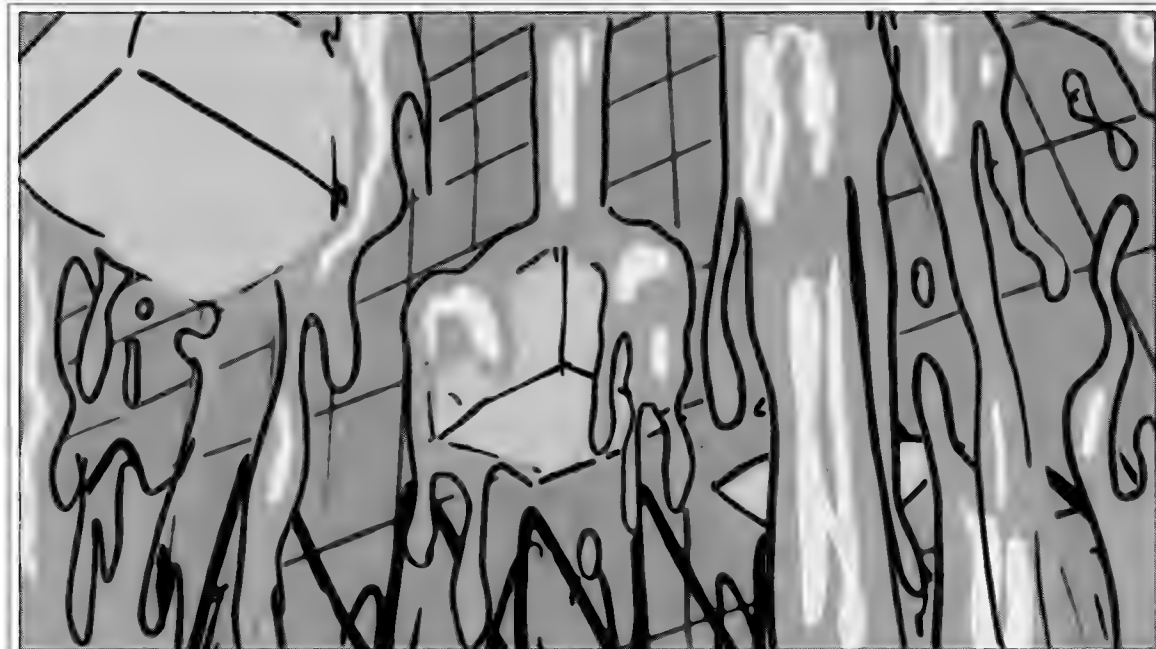
JUN 10 2013

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1020-007

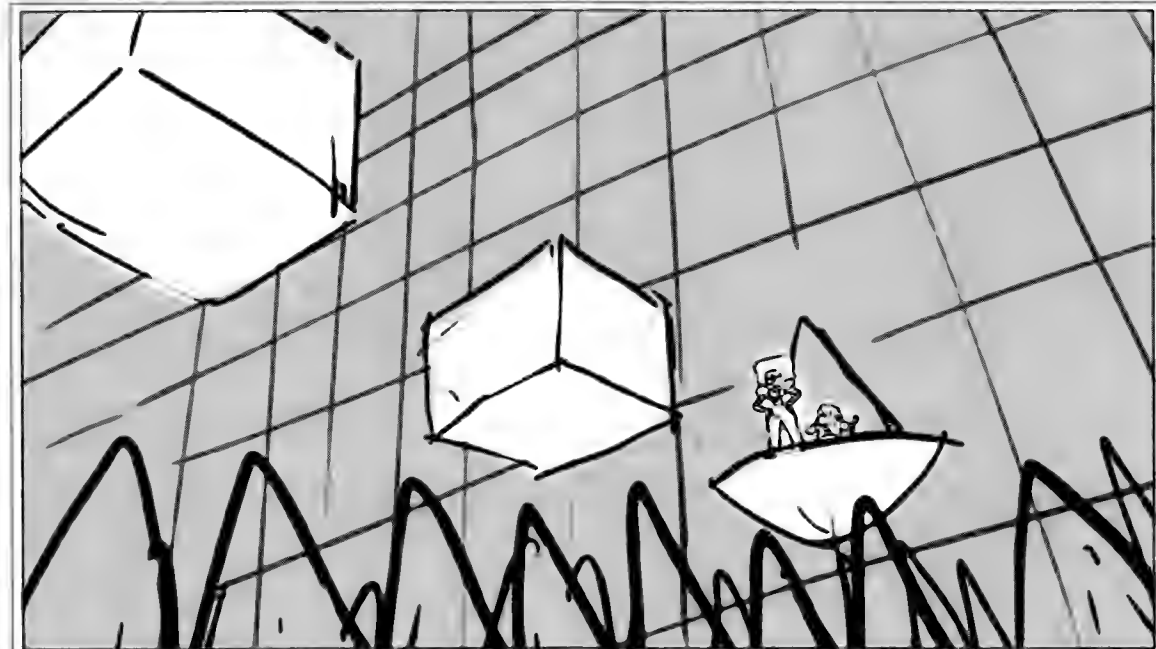
1020-007

Scene	Panel
135	cont



Slugging  
0.11

Scene	Panel
135	cont



Slugging  
2.00

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1020.007

Scene	Panel
136	1



Dialog  
STEVEN: WOAHH...

Slugging  
1.06

Scene	Panel
136	2



Slugging  
0.06

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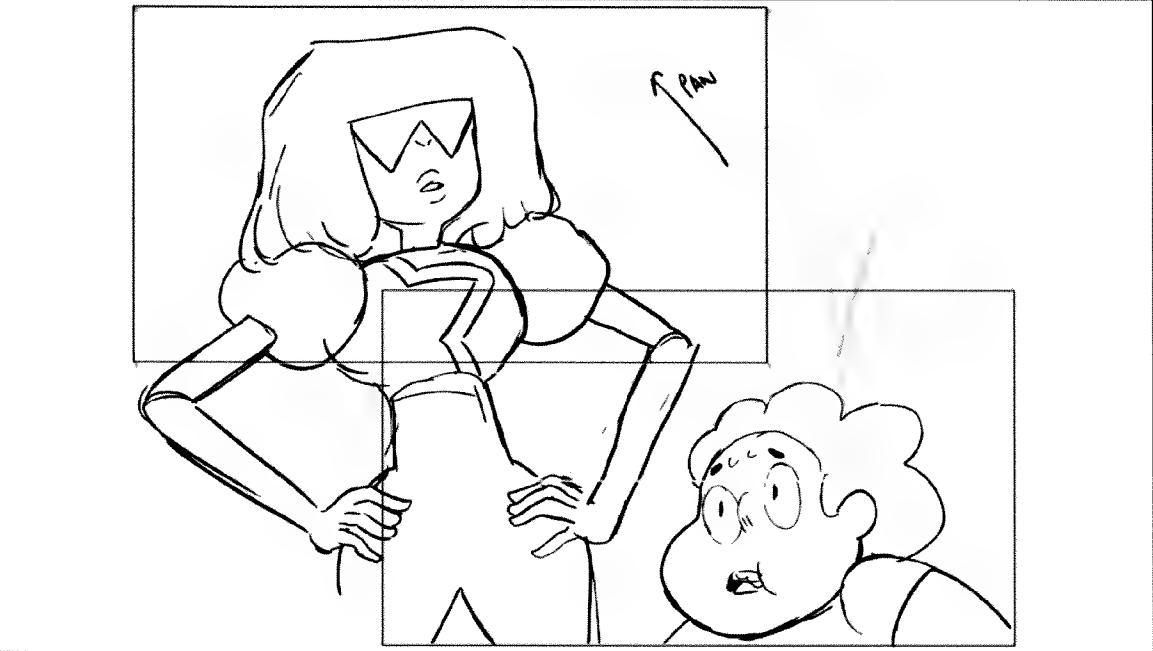
1020-007

1020-007



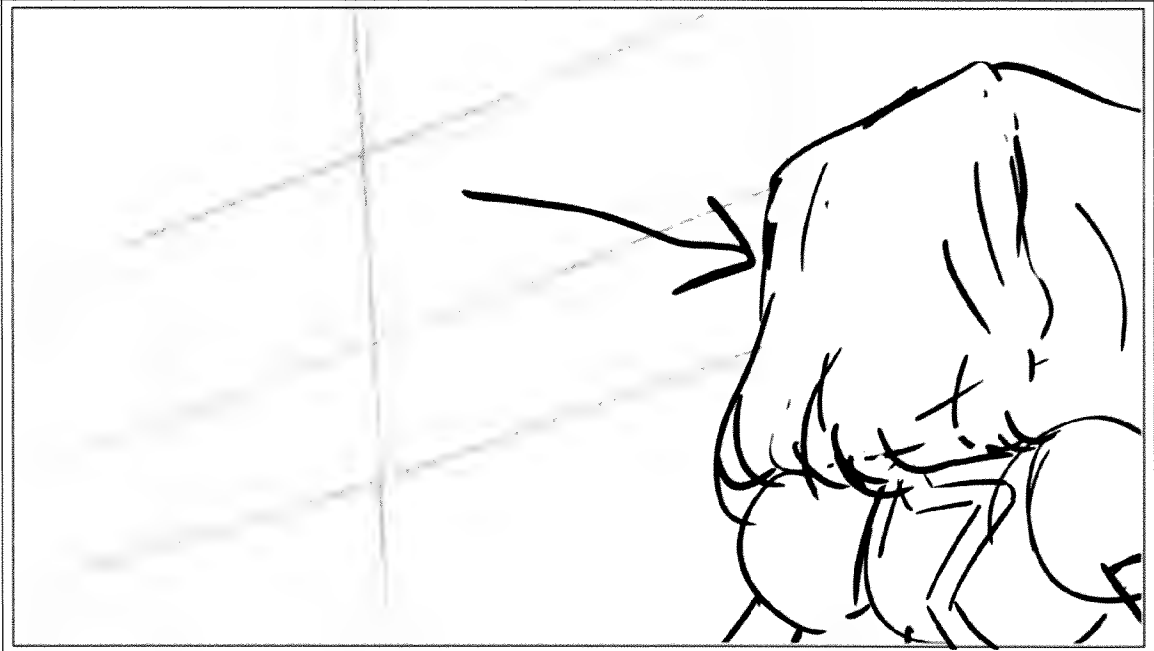


Scene 136 Panel 5  
*cont*



Dialog  
GARNET: I CARRIED YOU WHILE YOU TOOK A NAP.

Scene 136 Panel 6  
*cont*



Slugging  
0.14

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1020-007

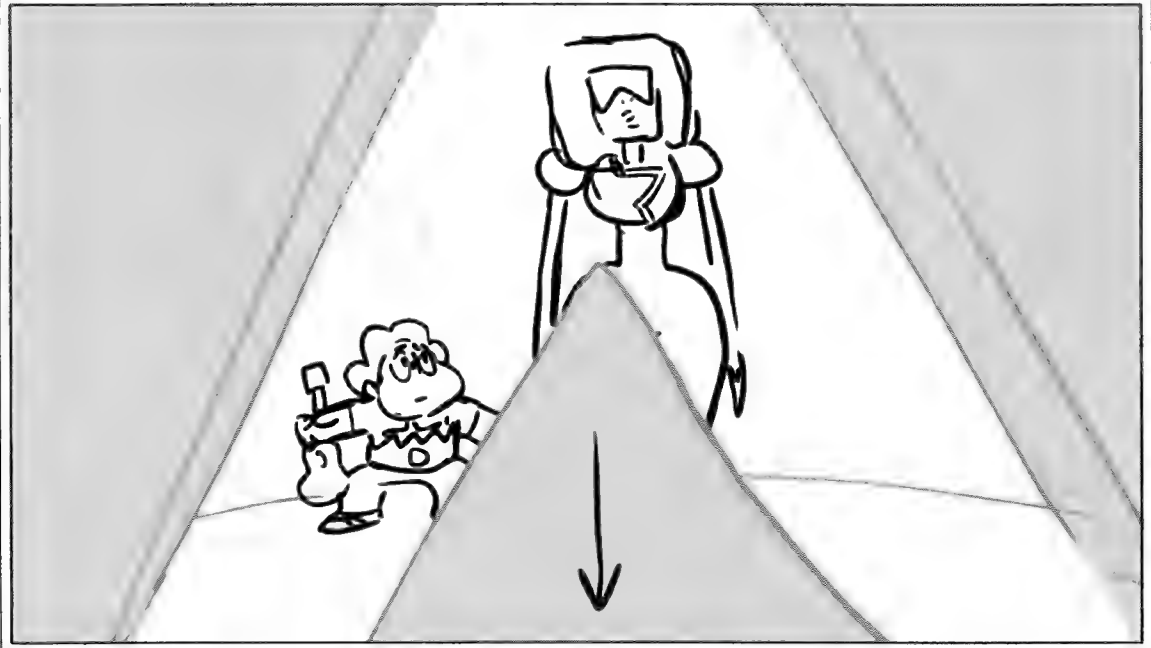
1020-007

Scene 137 Panel 1



Slugging  
0.12

Scene 137 Panel 2



Slugging  
0.04

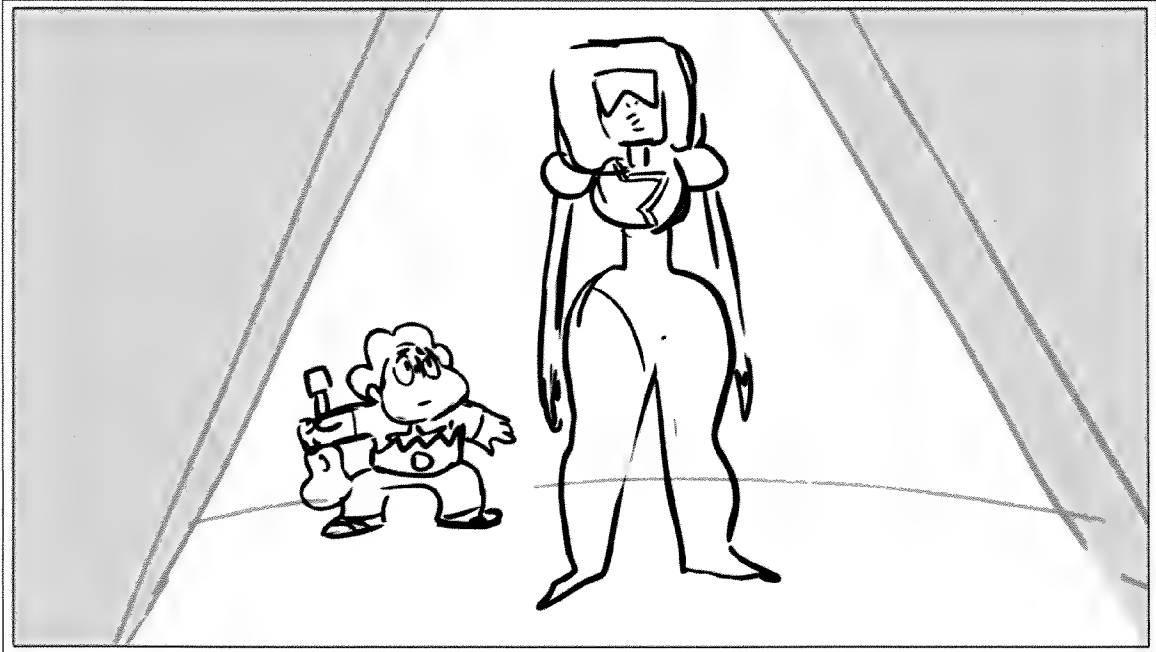
JUN 10 2013

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1020-007

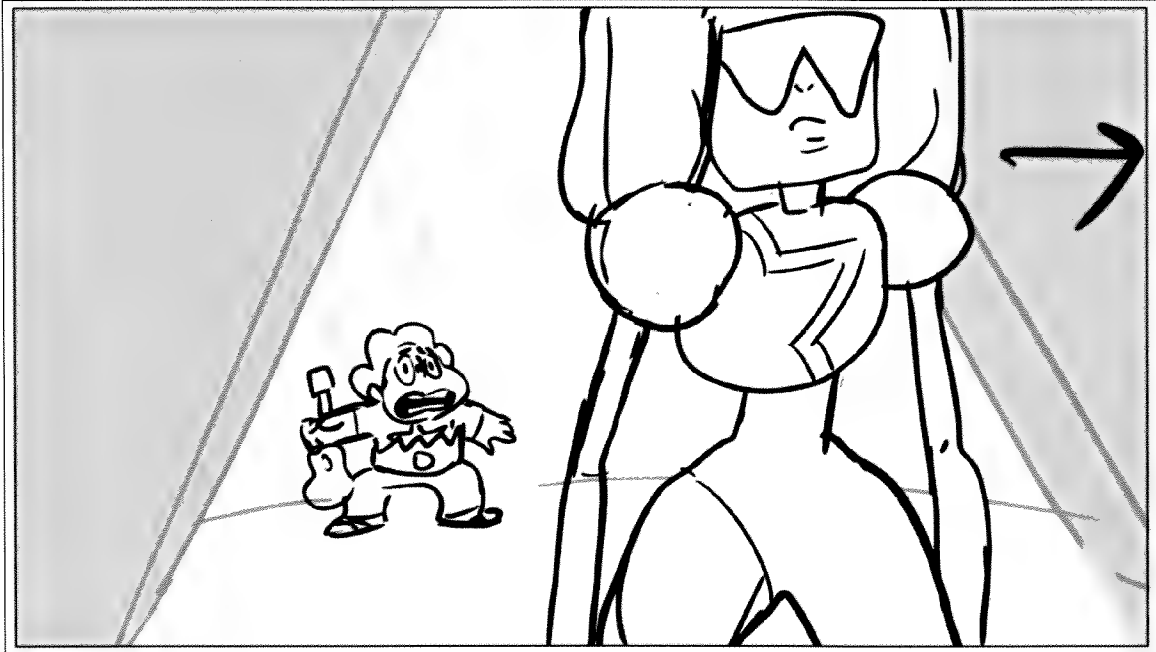
1020-007

Scene 137 Panel 3



Slugging  
0.15

Scene 137 Panel 4



Dialog  
STEVEN: NAP?!

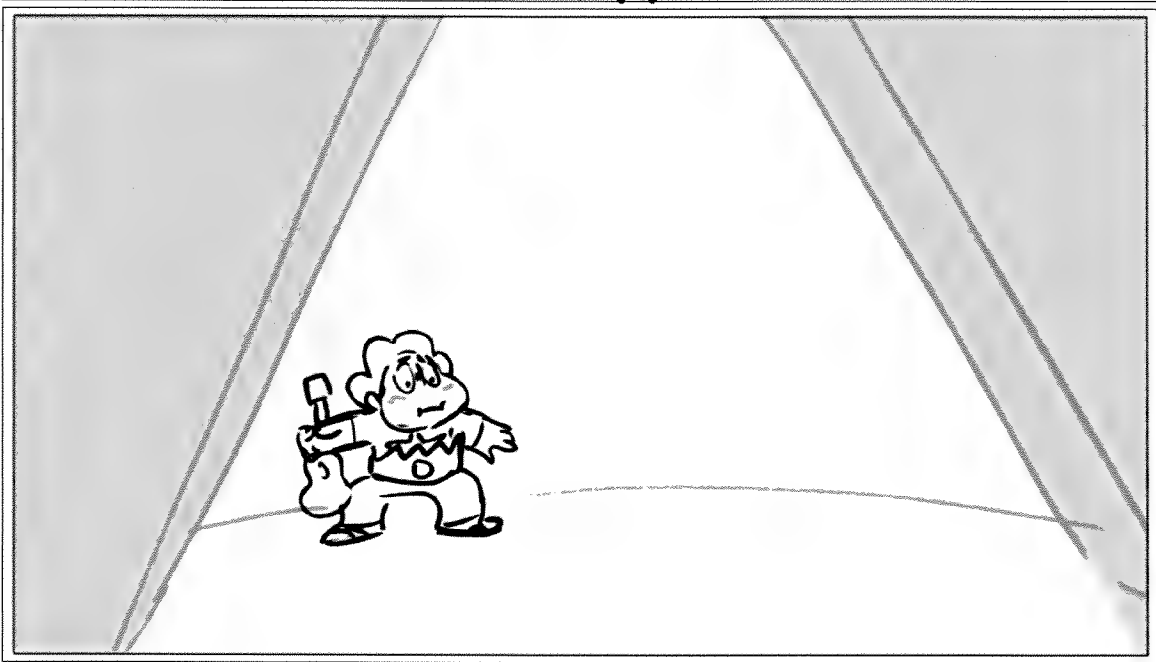
Slugging  
2.11

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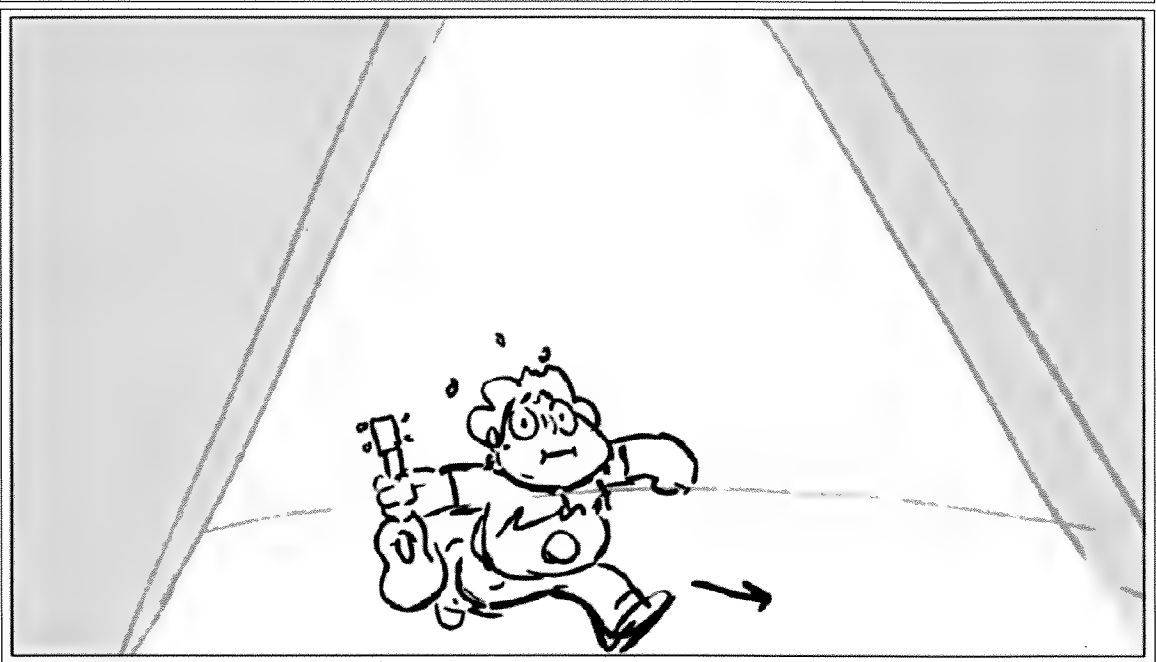
1020-007

Scene	Panel
137	5



Slugging  
1.00

Scene	Panel
137	6



Slugging  
1.06

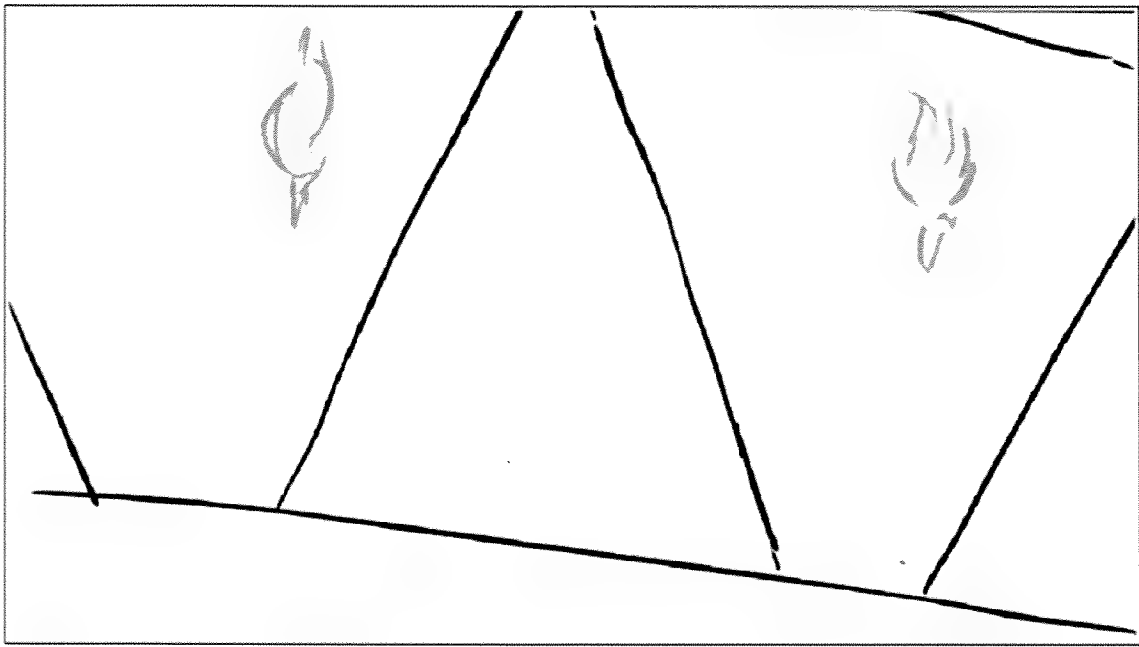
JUN 10 2013

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1020-007

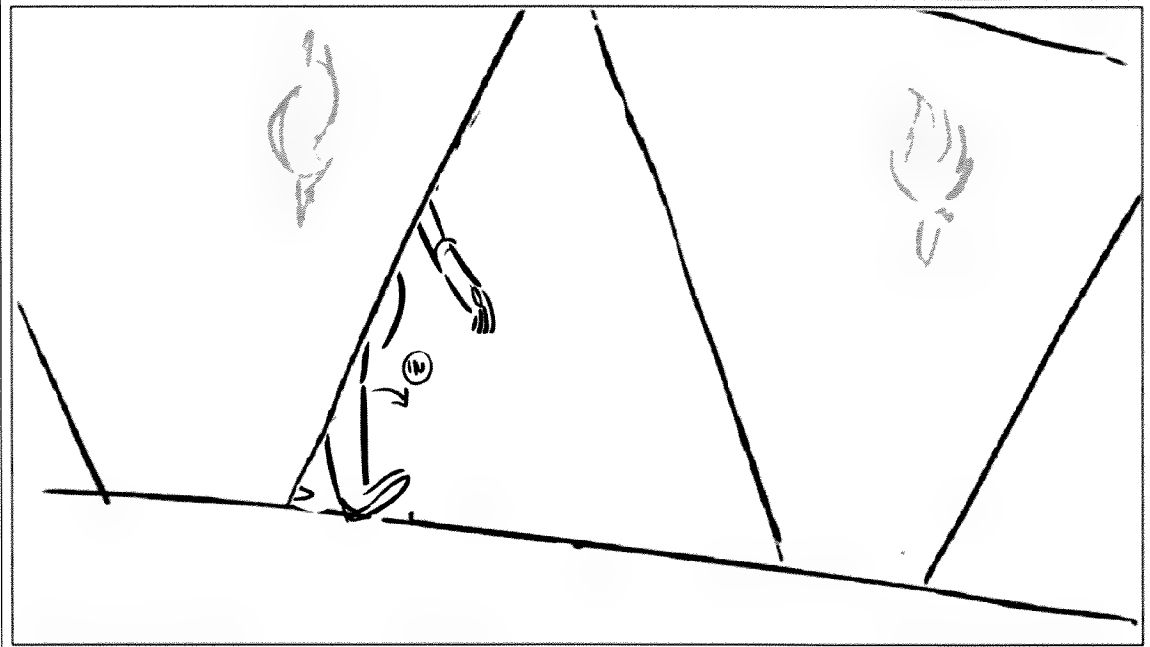
1020-007

Scene	Panel
138	1



Slugging  
0.08

Scene	Panel
138	2



Slugging  
Panels 2 + 3 = 0.08

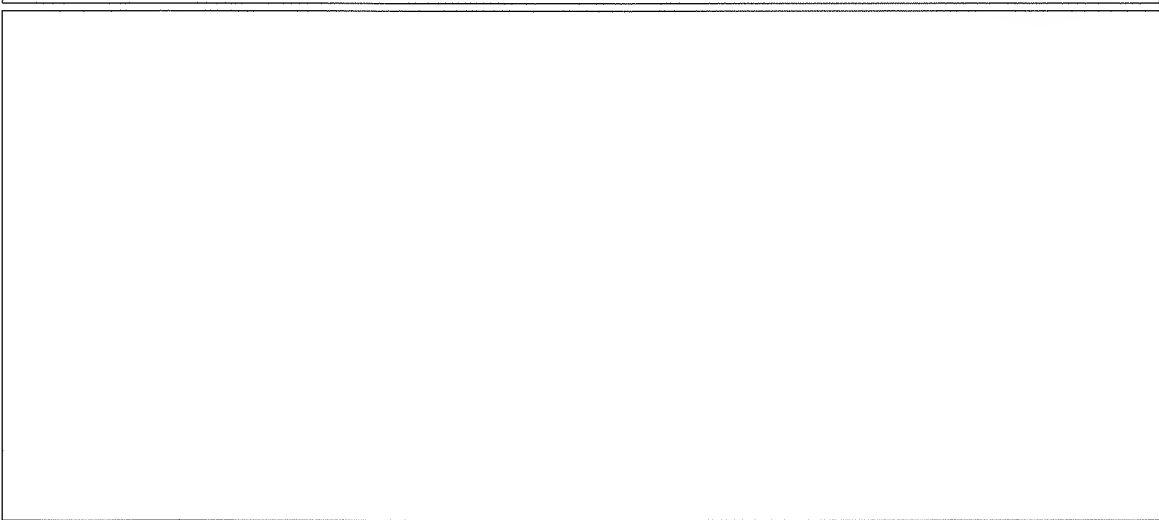
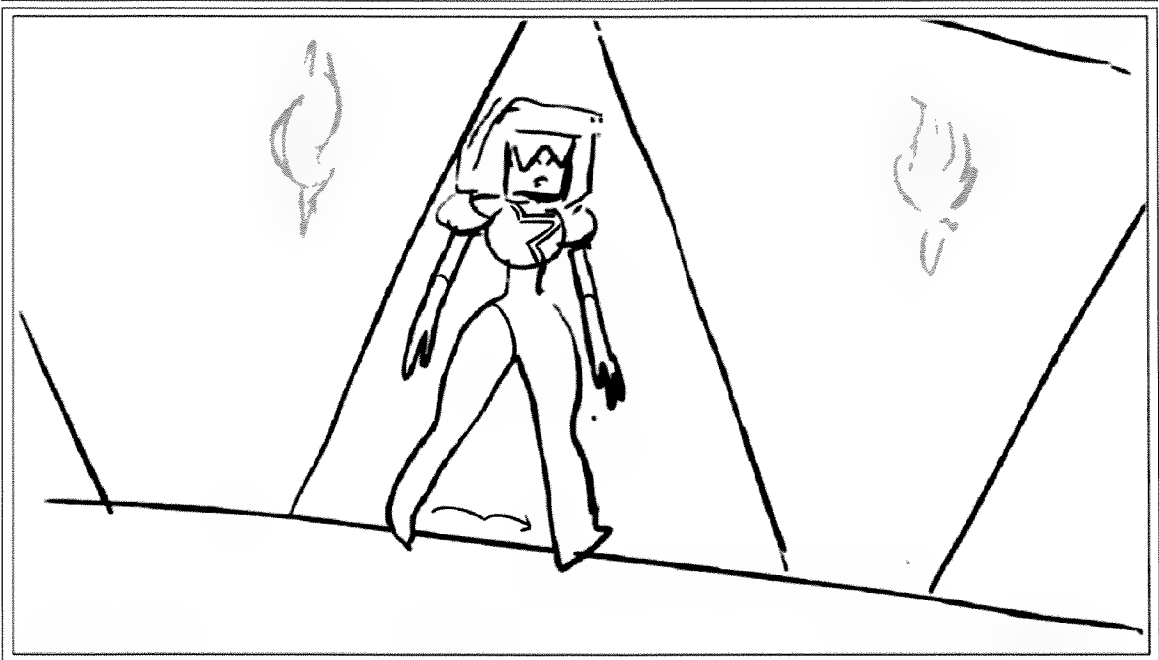
JUN 10 2013

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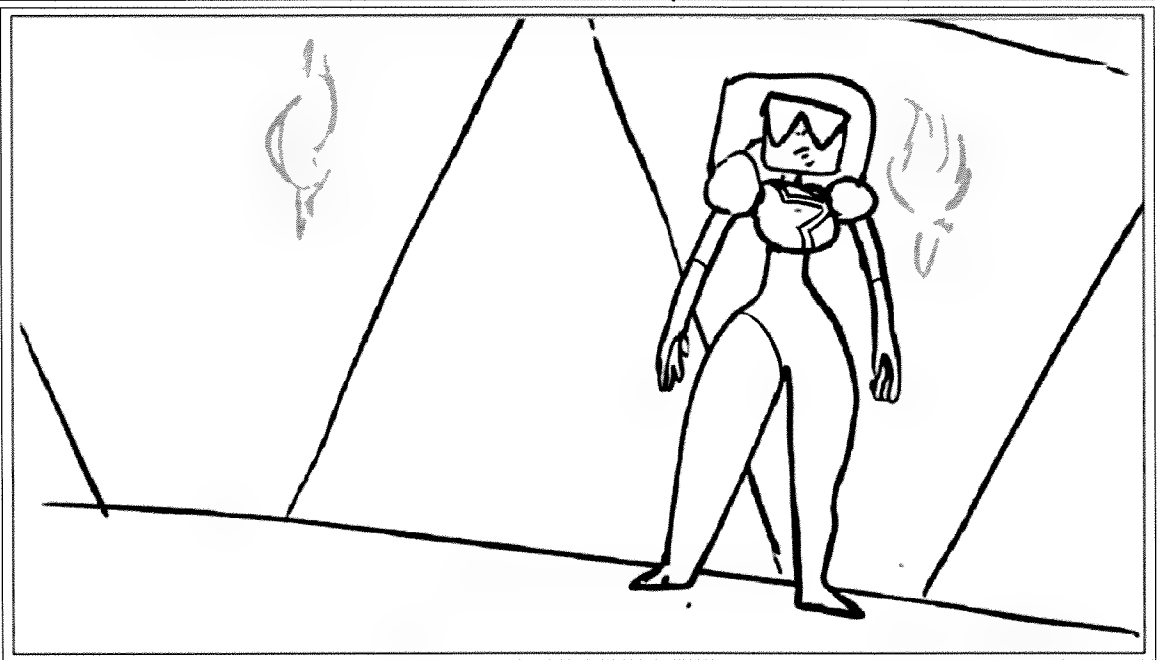
1020-007

1020-007

Scene	Panel
138	<i>cont</i>
	3



Scene	Panel
138	<i>cont</i>
	4



Slugging  
0.08

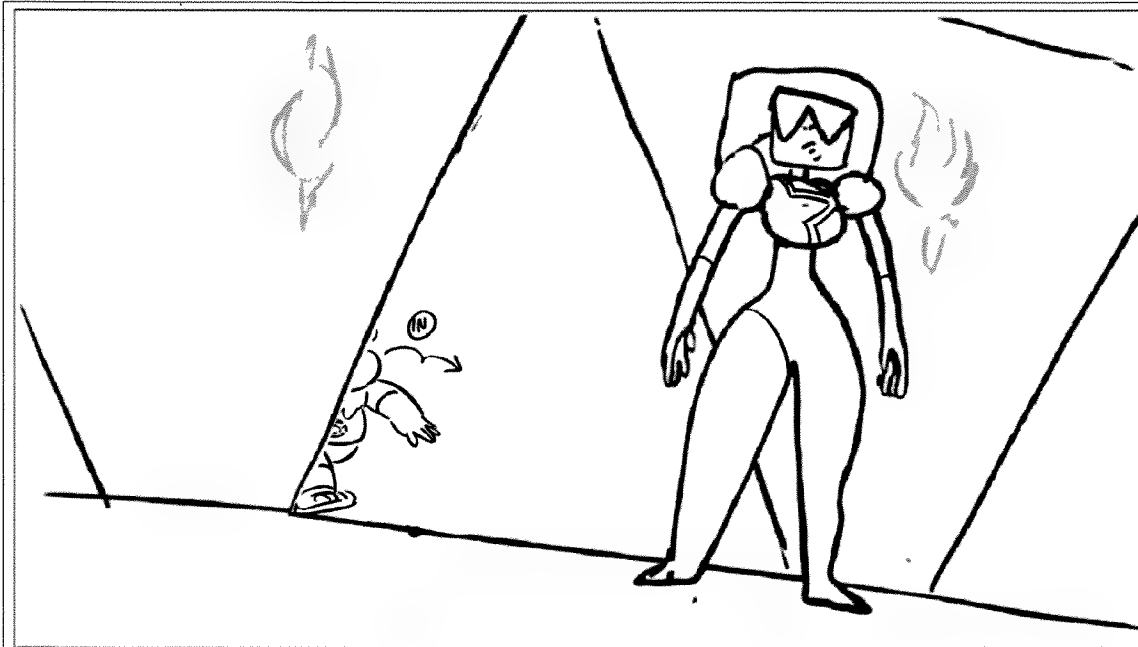
JUN 1 0 2013

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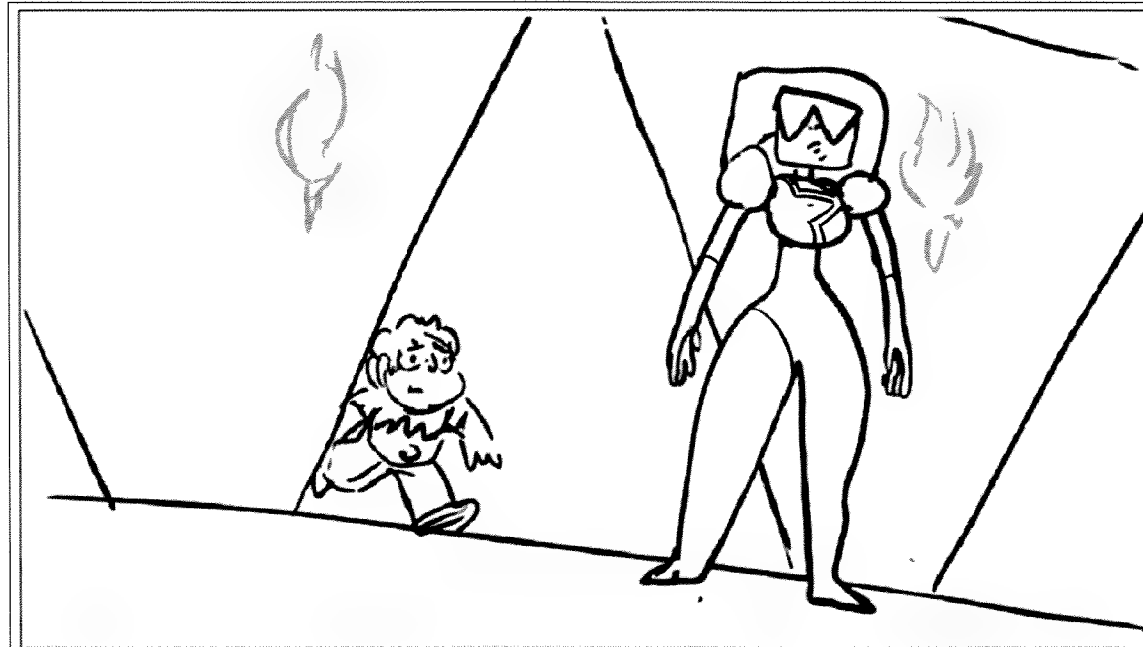
1020-007

Scene	Panel
138	5



Slugging  
Panels 5 + 6 = 0.12

Scene	Panel
138	6

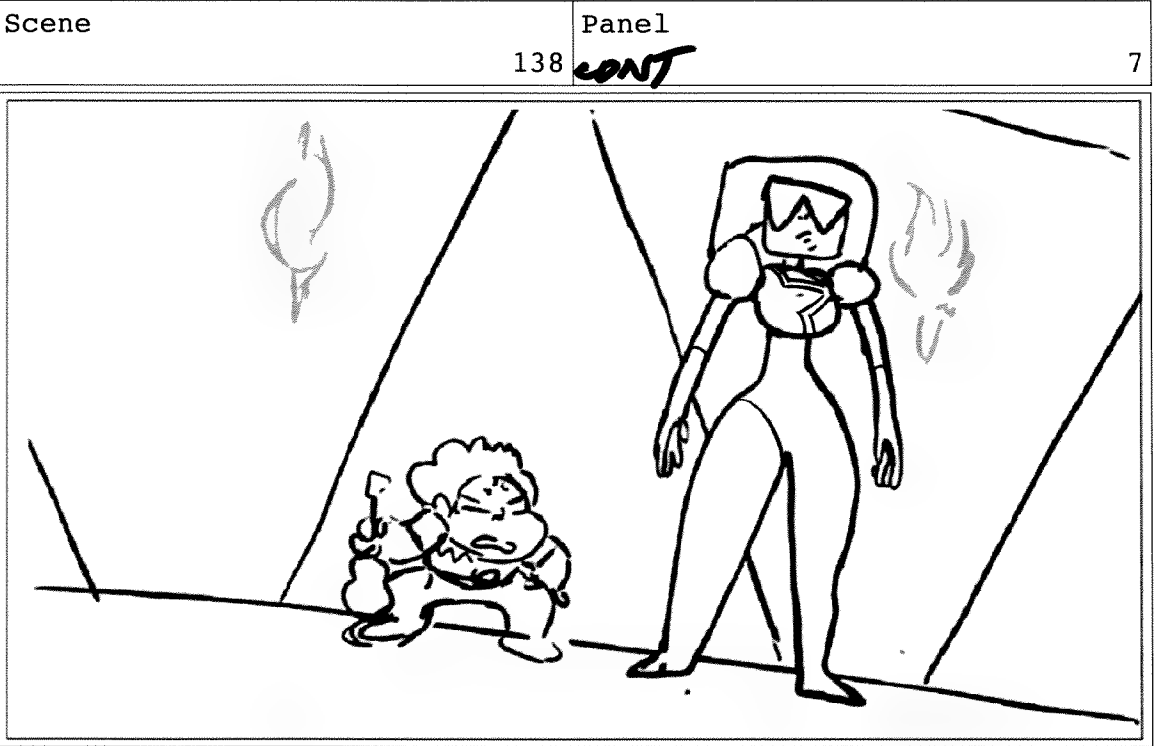


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Slugging  
1.07

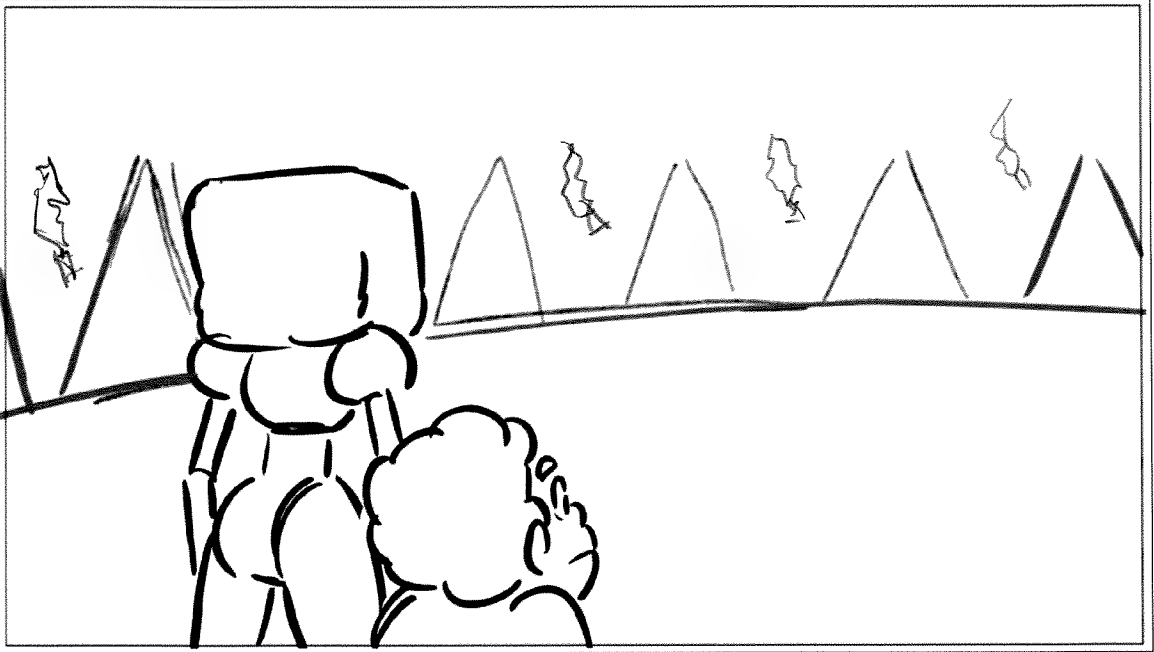
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Scene	Panel
139	1
	
Slugging 0.09	

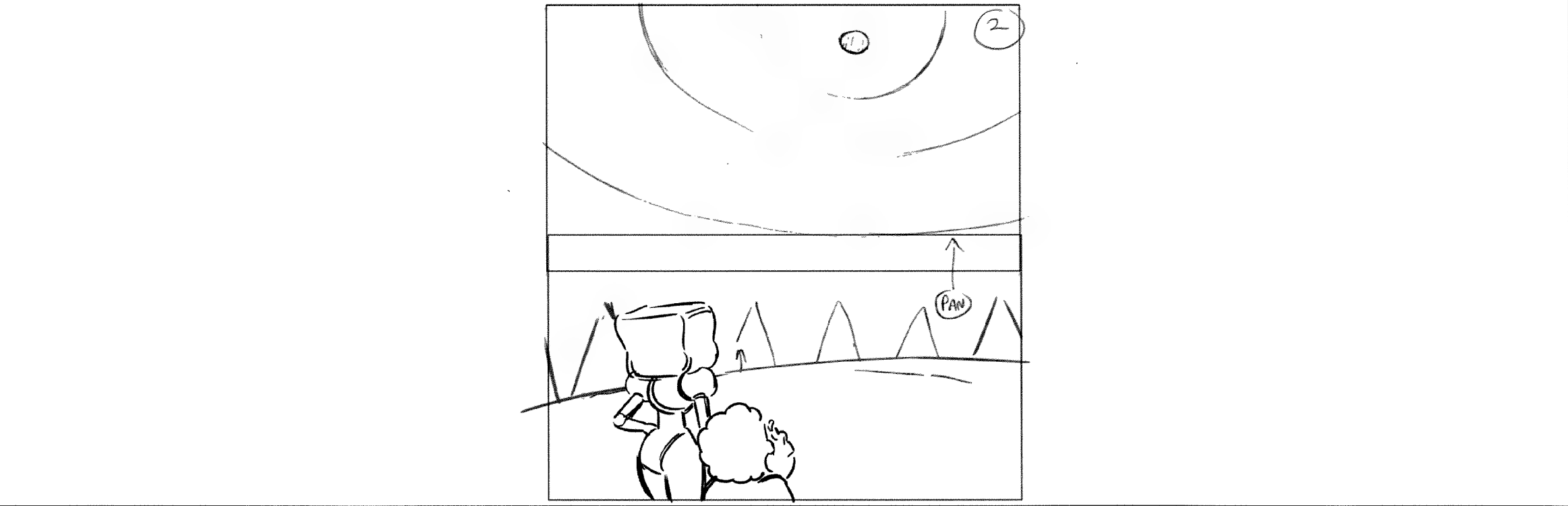
1020-007

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Scene	Panel	
	139	2



Slugging  
ADJ: 2.03  
Then HOLD: 1.11

Notes  
H.U. Steven face expression to next scene.

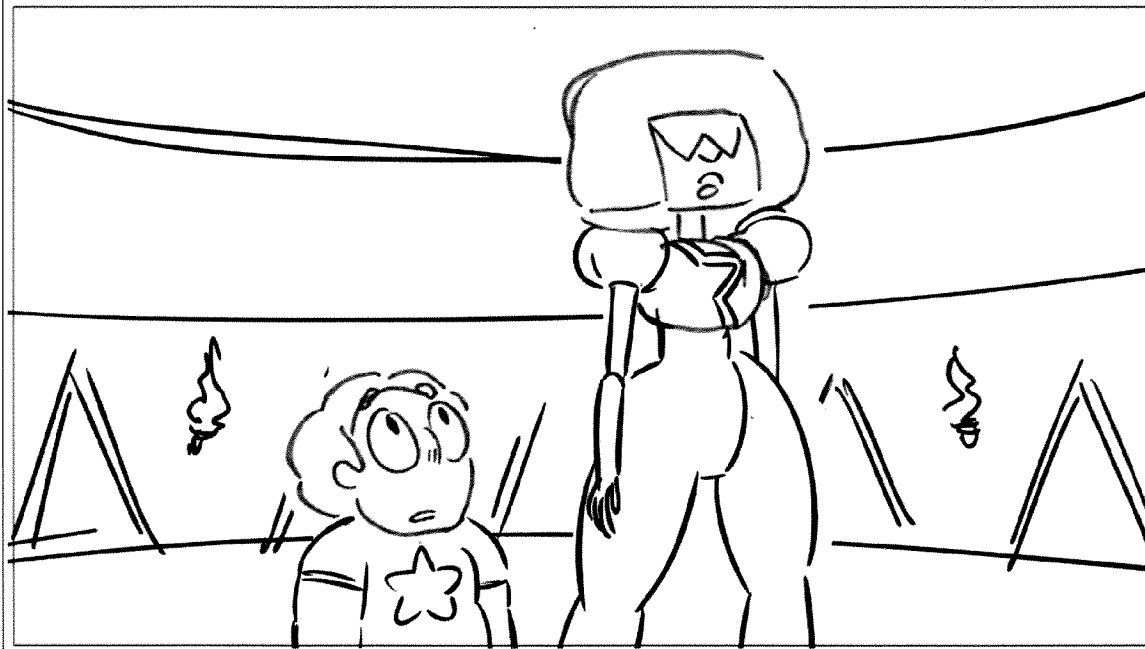
JUN 1 0 2013

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1020.007

1020.007

Scene	Panel
140	1



## Dialog

GARNET: WE'RE BACK WHERE WE STARTED.

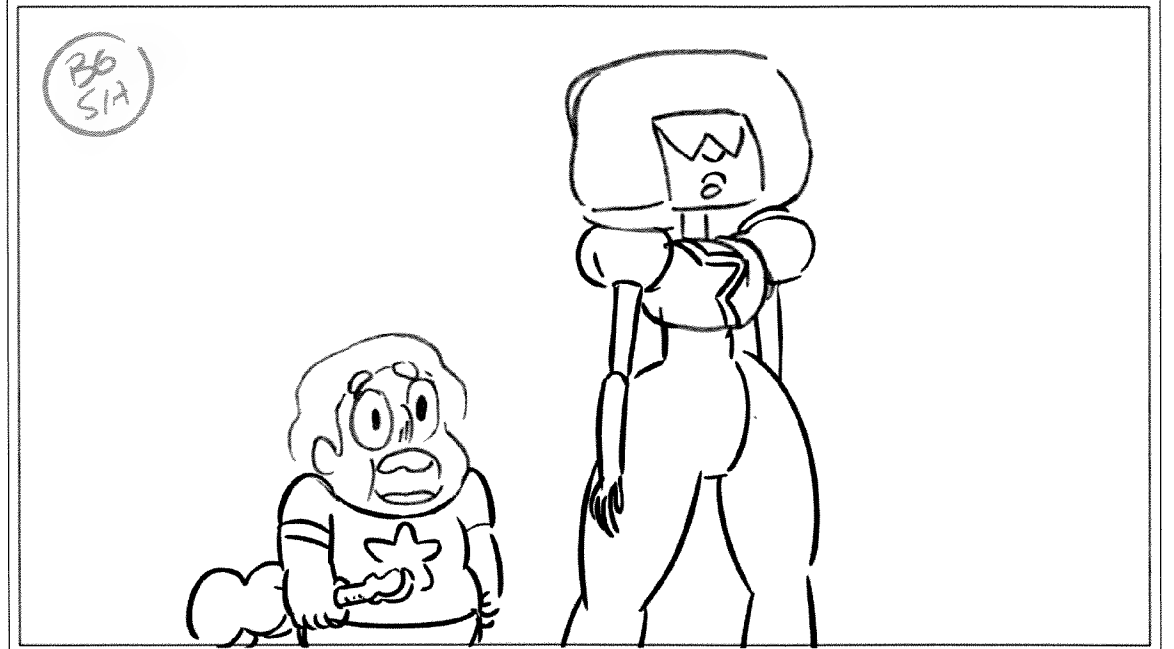
## Slugging

2.12

## Notes

H.U. Garnet pose to previous scene, left arm back.

Scene	Panel
140	2



## Dialog

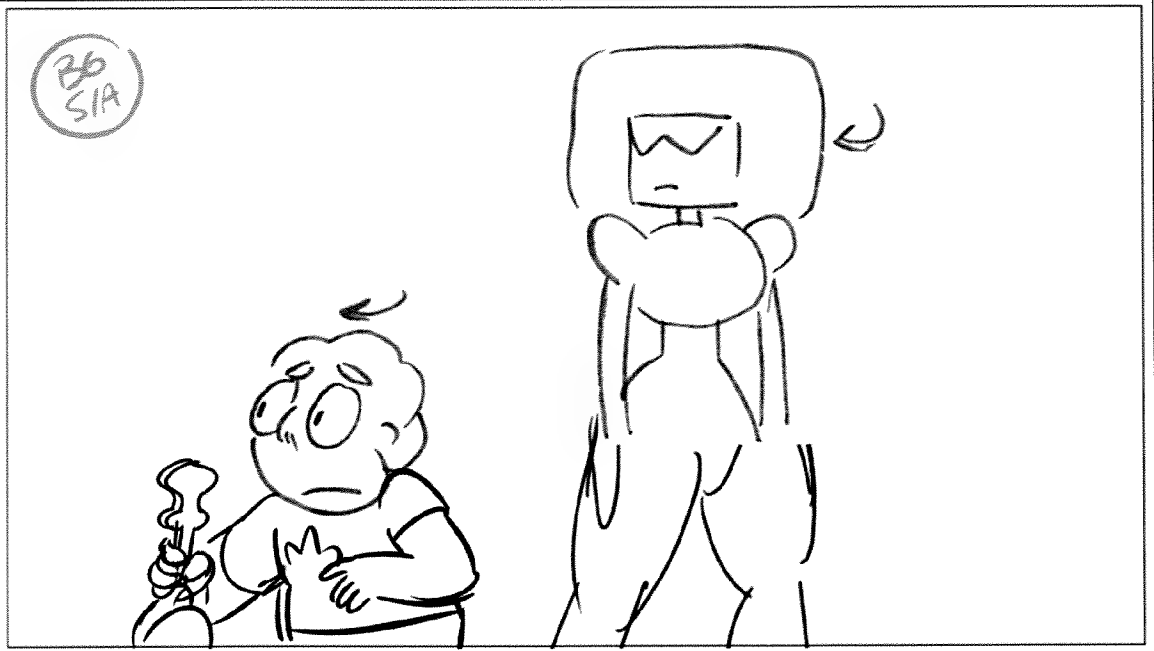
STEVEN: WHAATT??

## Slugging

3.03

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Scene	Panel
140	3



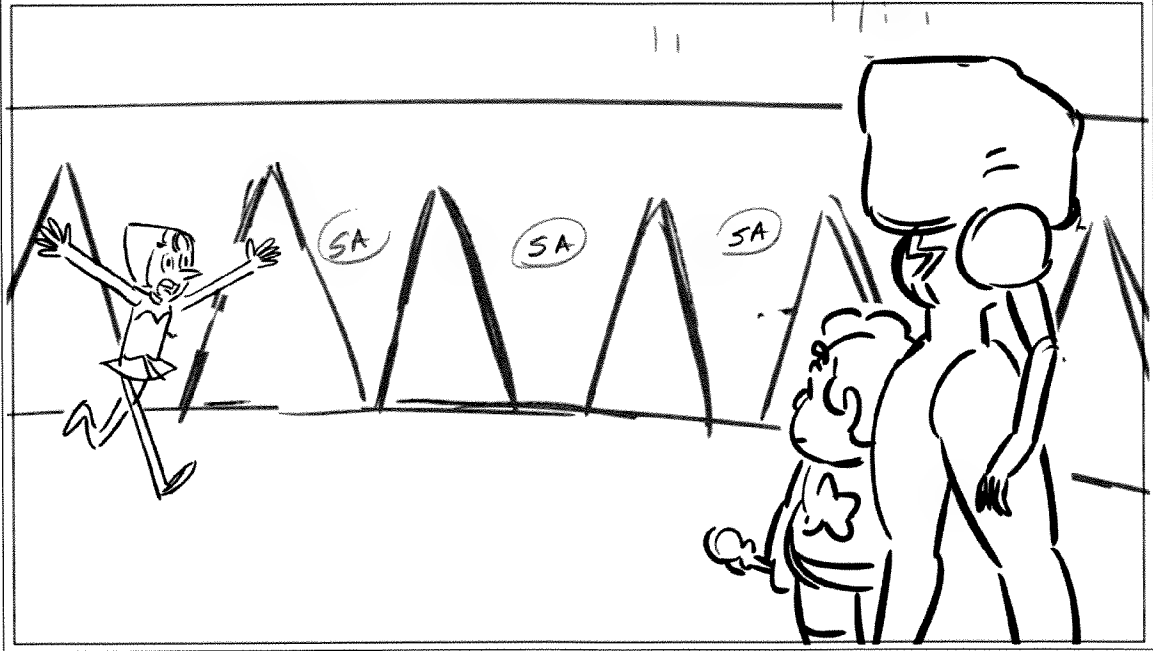
Dialog

PEARL: GARNET! THERE YOU ARE!

Slugging

2.09

Scene	Panel
141	1



Dialog

PEARL: THE DOORS AND ROOMS HERE MAKE NO SENSE!

Slugging

Panels 1 + 2 = 4.00

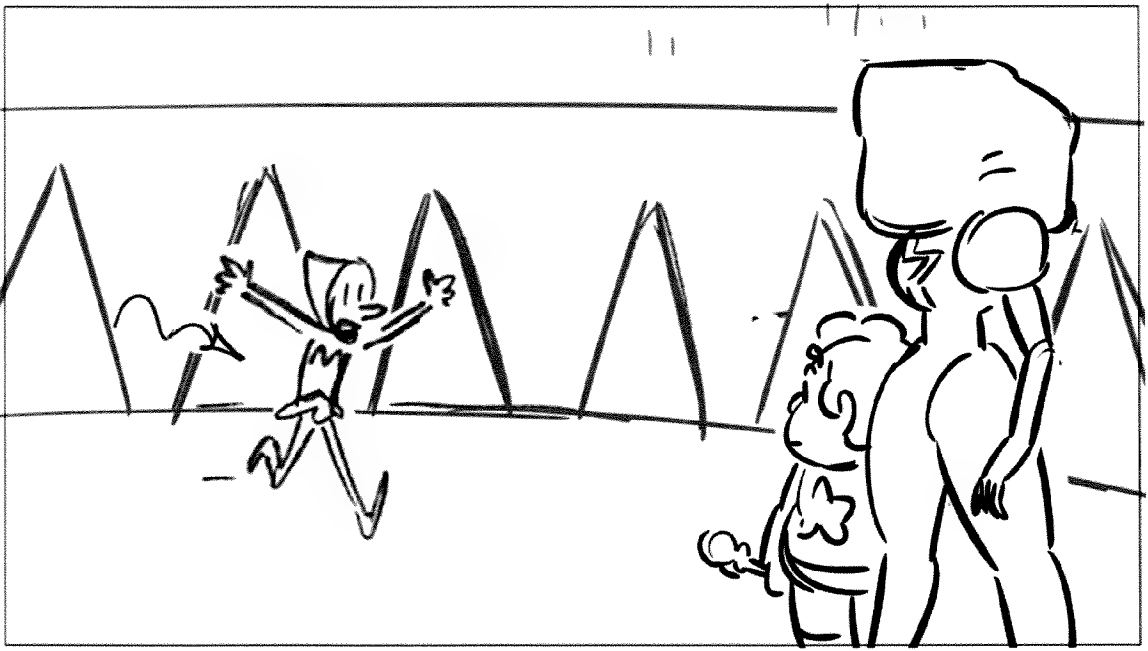
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1020-007

Scene 141 Panel 2



Dialog  
PEARL: THE DOORS AND ROOMS HERE MAKE NO SENSE!



Scene 142 Panel 1



Dialog  
PEARL: THEY ALL BRING YOU BACK HERE!!!

Slugging  
3.12  
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Notes  
SP for Pearl before settling into this position.

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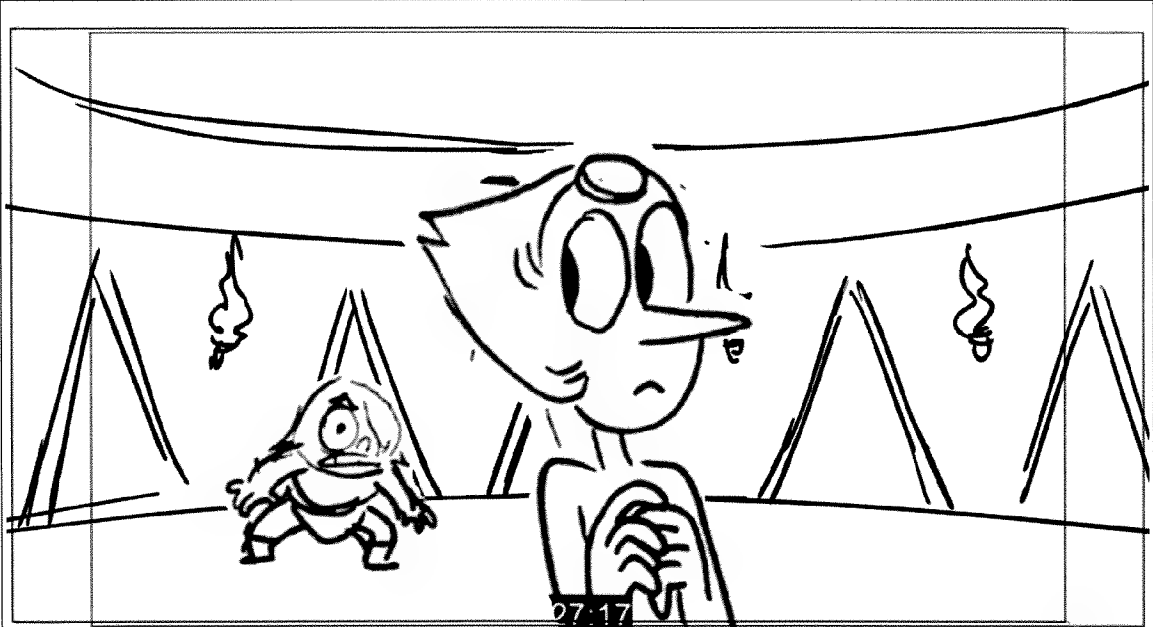
1020-007

Scene 142 Panel 2  
cont



Slugging  
Panels 2 + 3 =  
ADJ: 0.08  
Then HOLD: 2.12

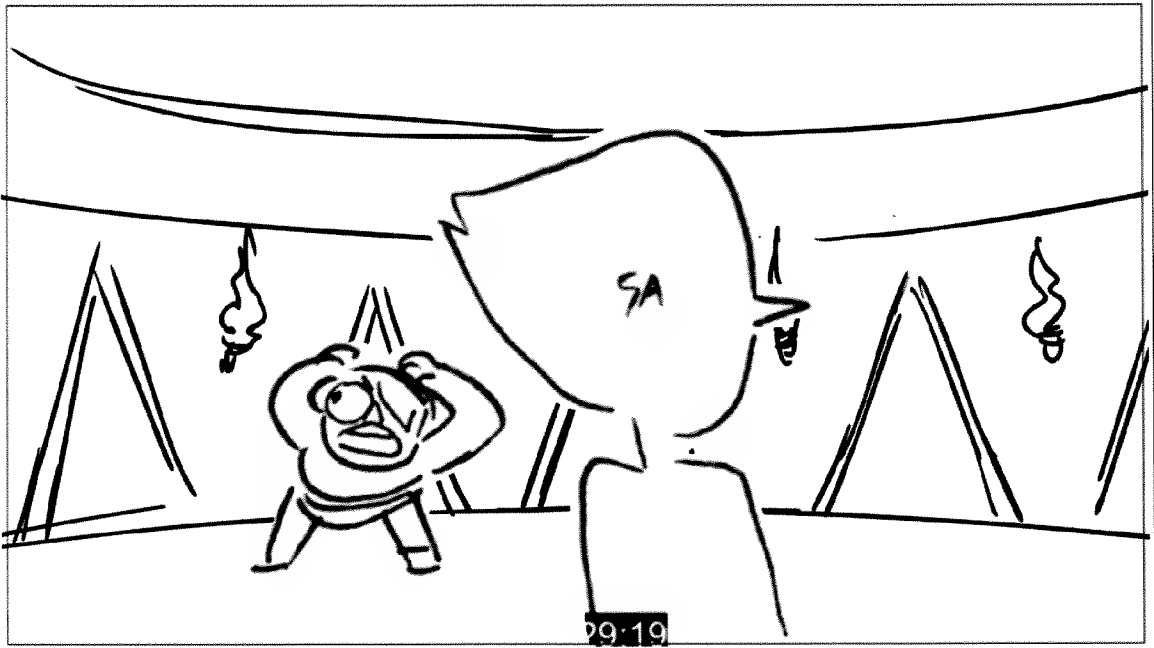
Scene 142 Panel 3  
cont



Dialog  
AMETHYST: RRGH!!!



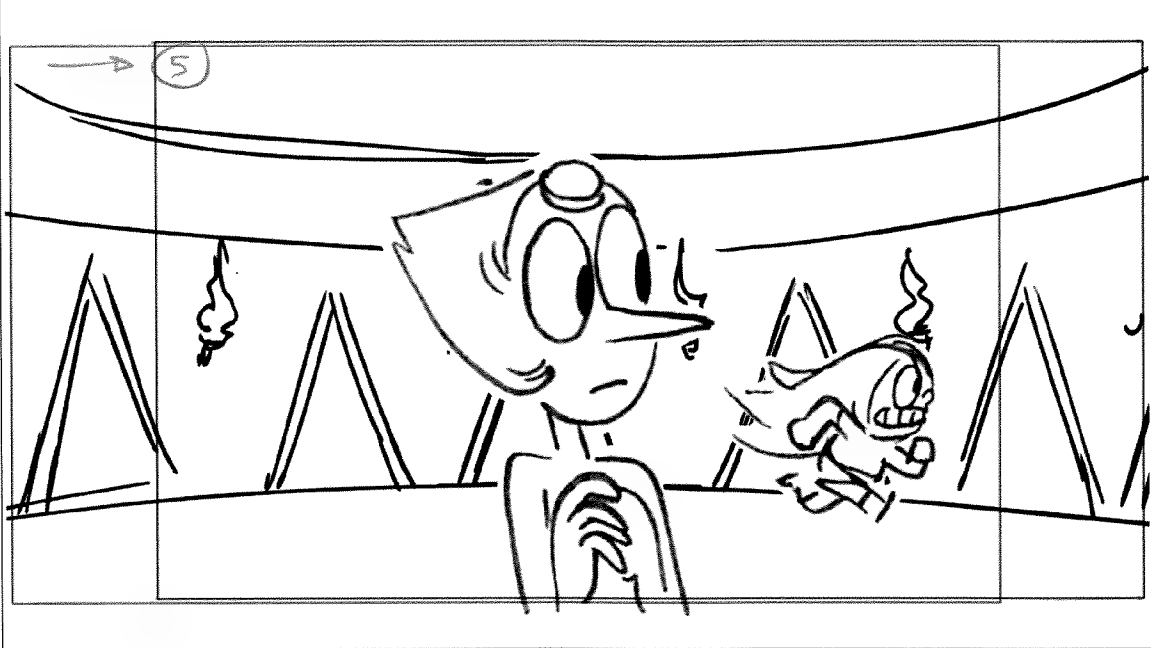
Scene 142 Panel 4  
CONT



Dialog  
AMETHYST: GET ME OUTTA HERE!

Slugging  
3.07

Scene 142 Panel 5  
CONT



Slugging  
ADJ: 0.06  
Then HOLD: 0.15

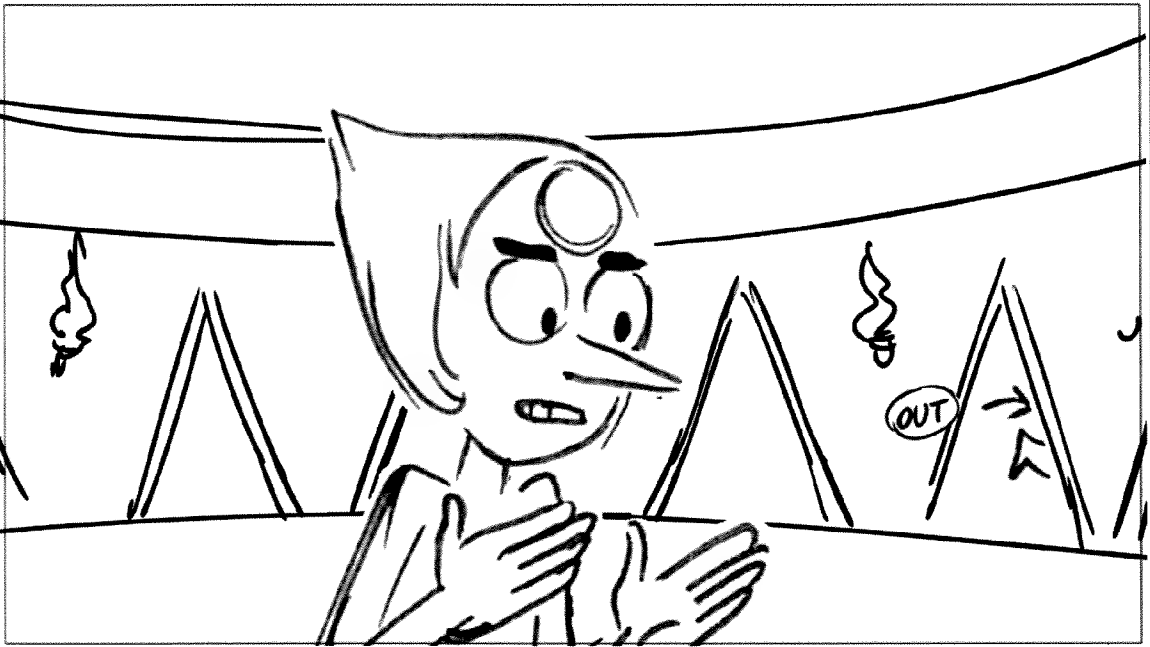
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1020-007

1020-007

Scene 142 Panel 6



Dialog  
PEARL: THERE ARE 16 DOORS AND WE ENTERED FROM THE NORTH EAST

Slugging  
4.14

Scene 142 Panel 7

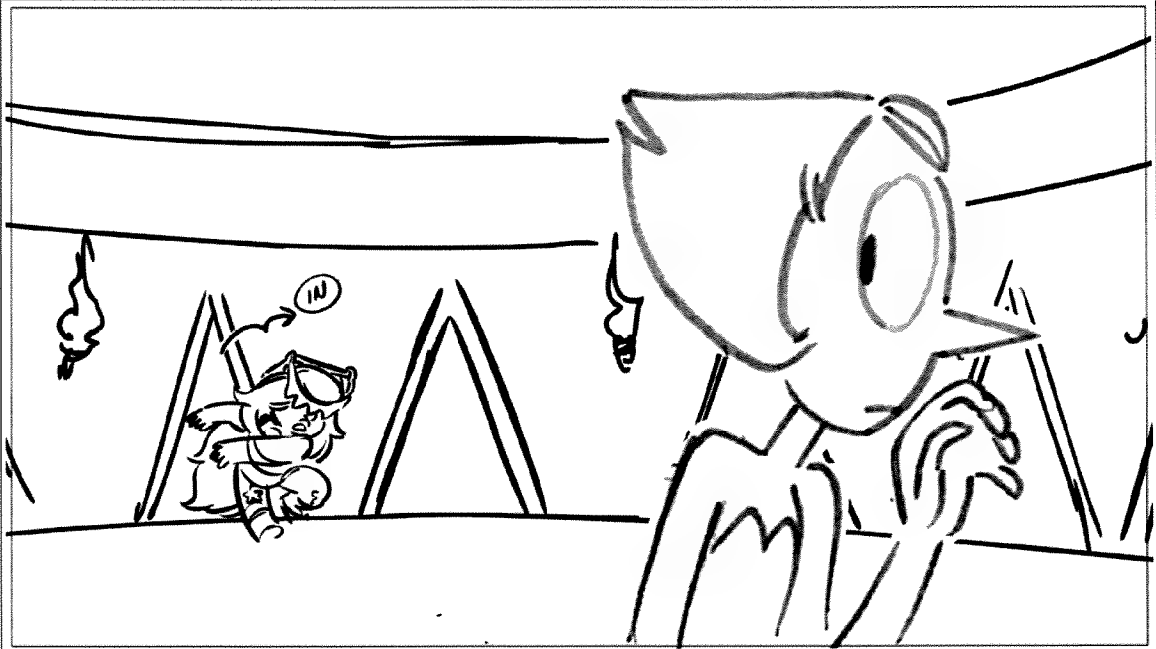


Dialog  
PEARL: AND WENT THROUGH 3 CONSECUTIVE ROOMS IN A STRAIGHT LINE.

Slugging  
4.13  
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Scene 142 Panel 8



Slugging  
0.13



Scene 143 Panel 1



Dialog  
AMETHYST: <STRUGGLING TO PULL TRAP OFF HEAD>

Slugging  
Panels 1 + 2 = 1.03

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Notes  
H.U. pose to previous scene.

Scene	Panel
143	cont 2



## Dialog

AMETHYST: &lt;STRUGGLING TO PULL TRAP OFF HEAD&gt;

## Notes

H.U. pose to previous scene.

Scene	Panel
143	cont 3



## Dialog

AMETHYST: &lt;STRUGGLING TO PULL TRAP OFF HEAD&gt;

## Slugging

2.01

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## Notes

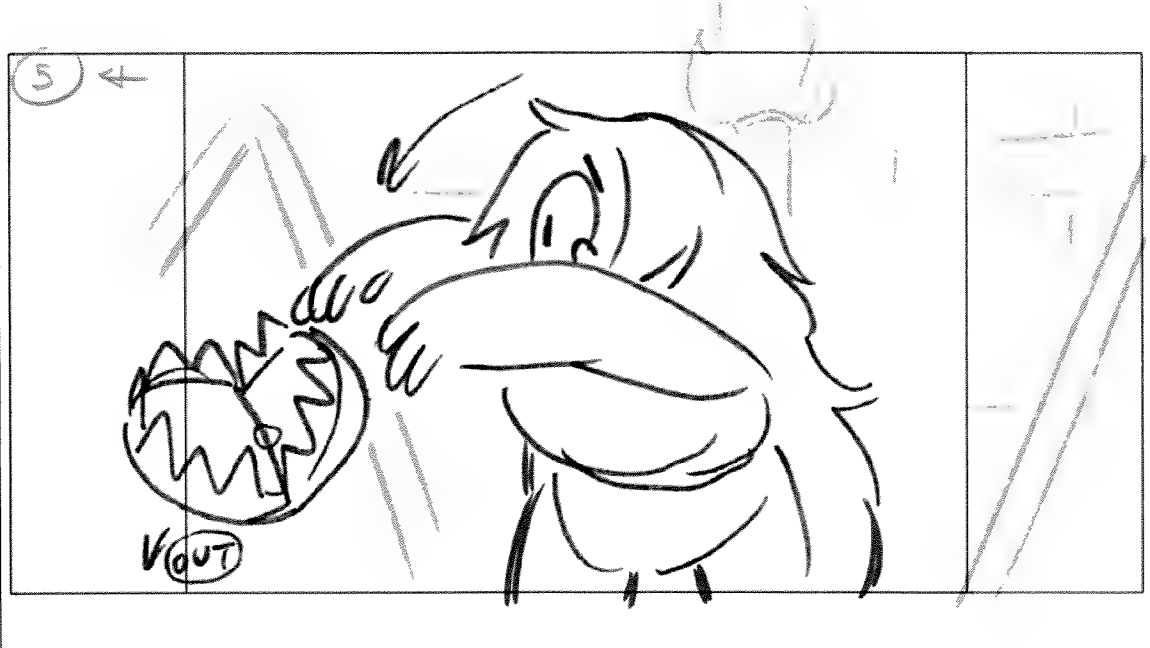
REFERENCE SPECIAL POSE

Scene 143 Panel 4  
*cont*



Slugging  
0.15

Scene 143 Panel 5  
*cont*



Slugging  
ADJ: 0.06

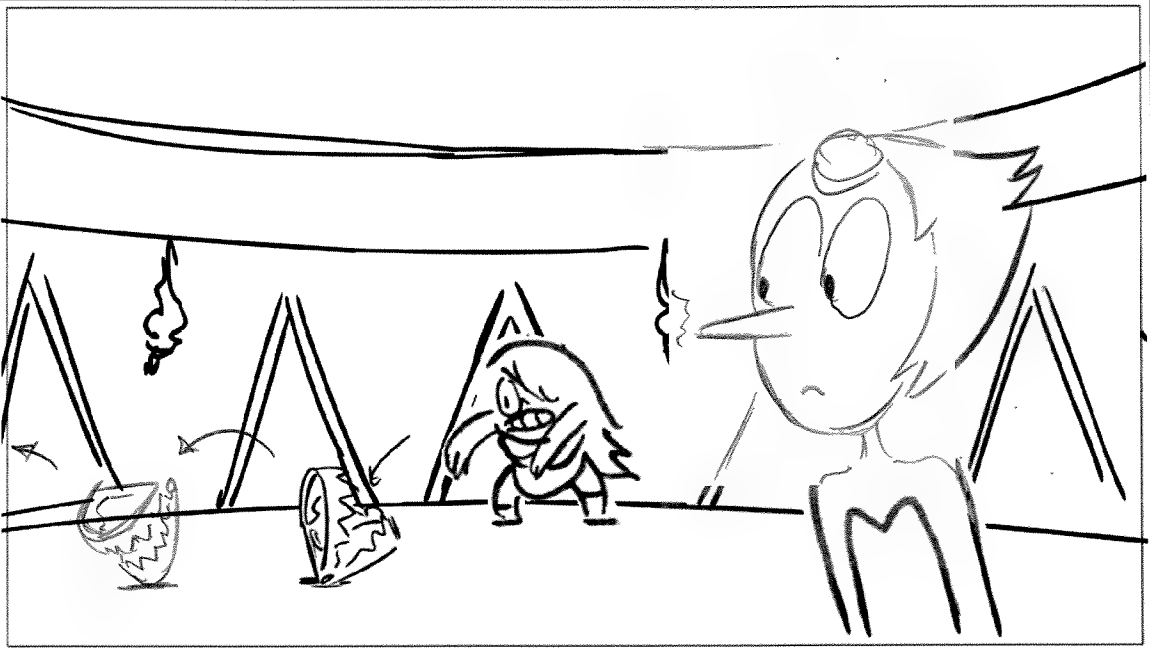
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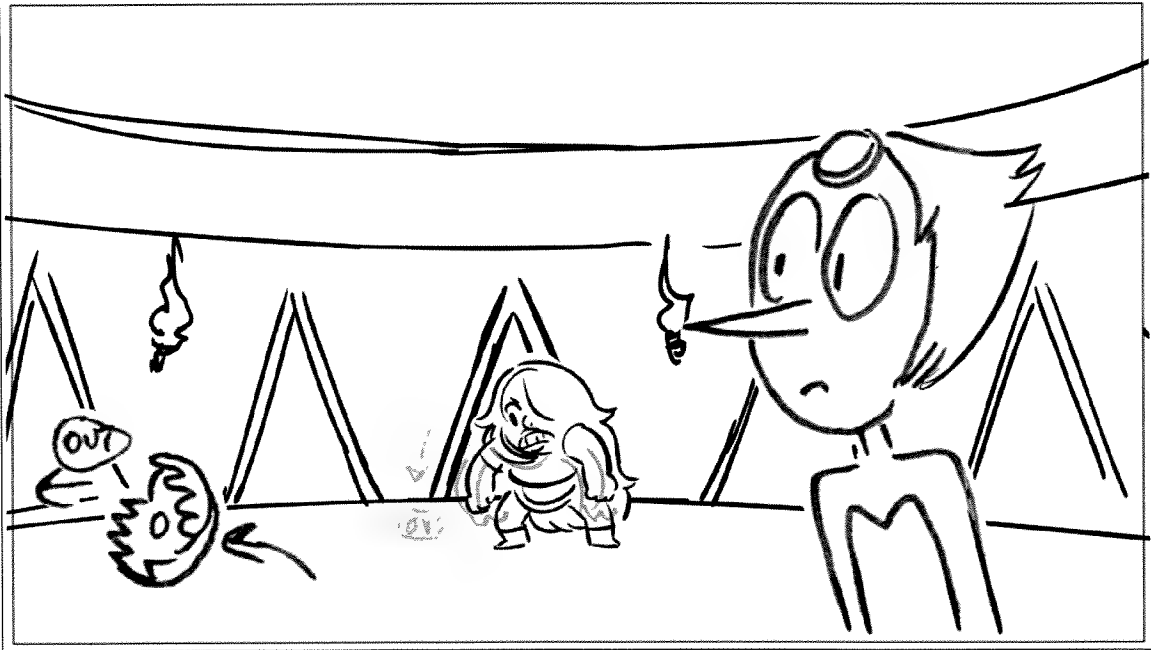
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Scene 144 Panel 1



Slugging  
Panels 1 + 2 = 1.01

Scene 144 Panel 2



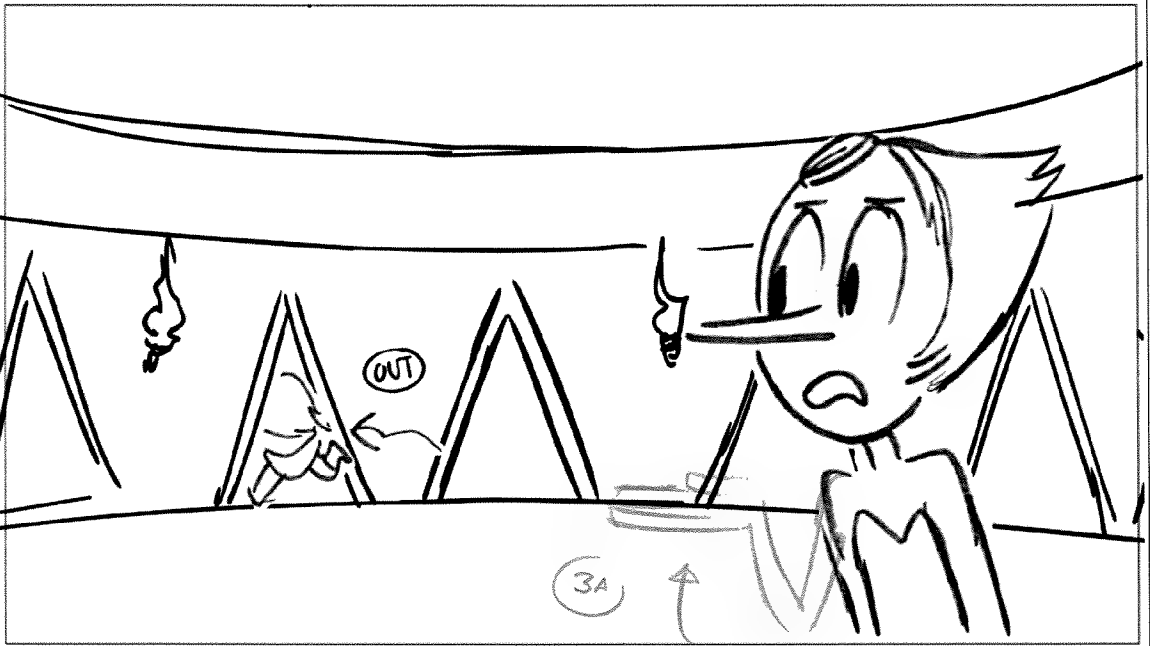
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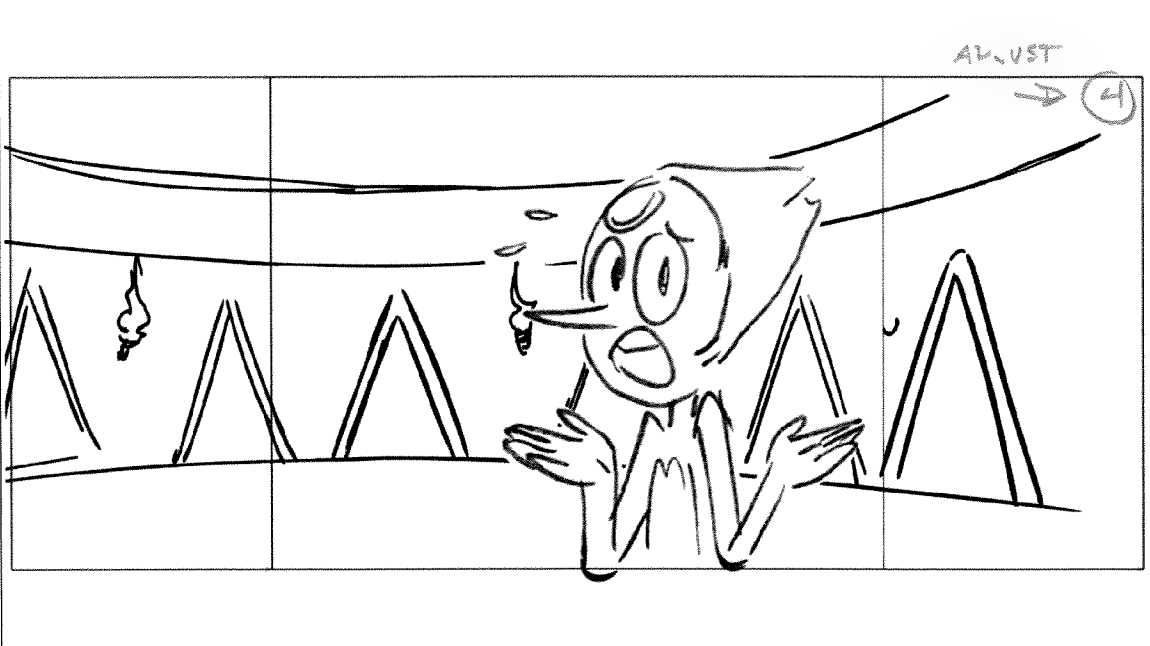
Scene 144 Panel 3  
CONT



Dialog  
PEARL: BUT ARRIVED BACK HERE OUT THE SOUTHERNMOST DOOR,

Slugging  
4.08

Scene 144 Panel 4  
CONT

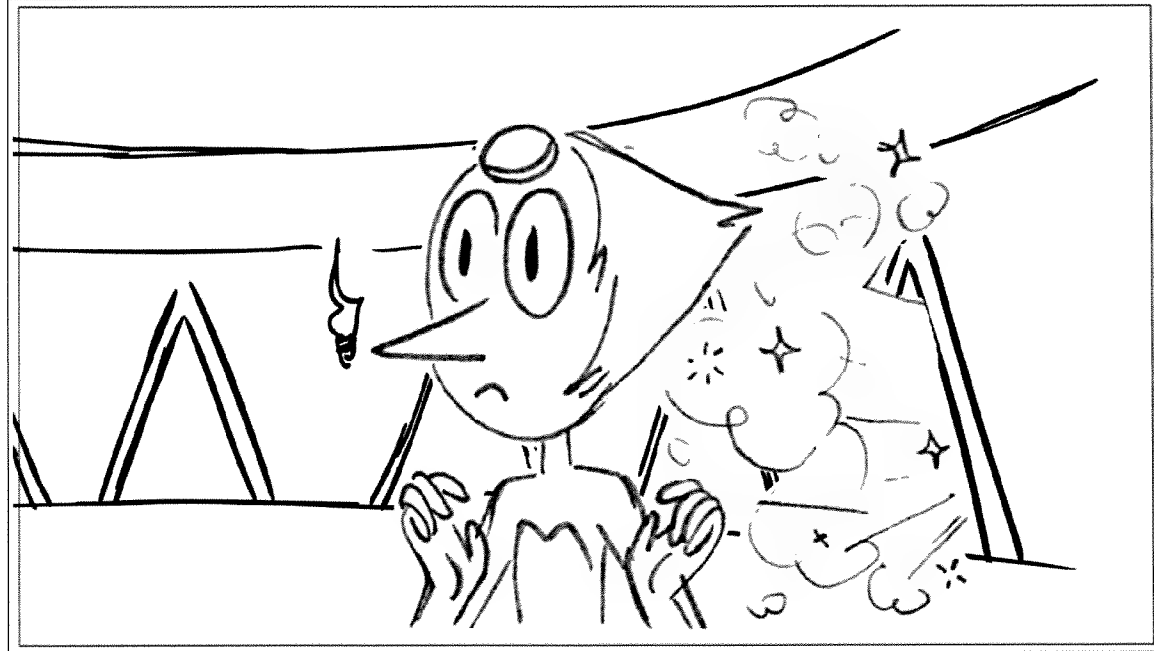


Dialog  
PEARL: WHICH CAN ONLY MEAN — WELL I DON'T KNOW WHAT IT MEANS, I —

Slugging  
ADJ: 0.06  
Then HOLD: 6.03

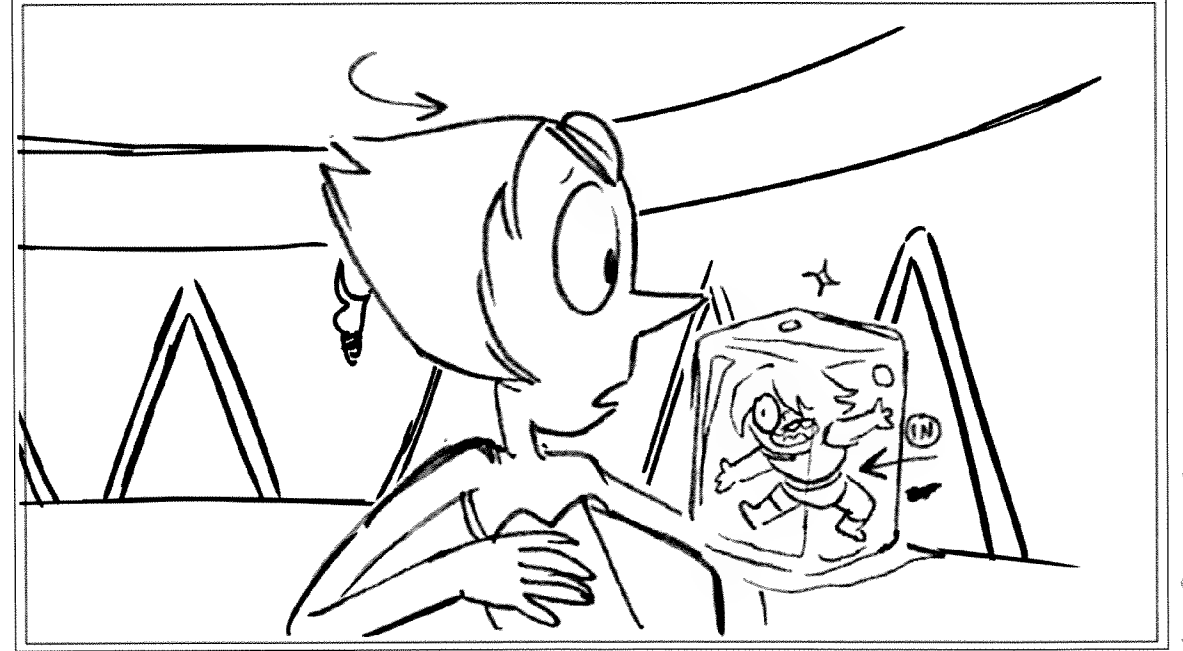
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Scene	Panel
144	5



Slugging  
0.12

Scene	Panel
144	6



Slugging  
0.04

#### Notes

Amethyst emerges frozen in a block of ice.

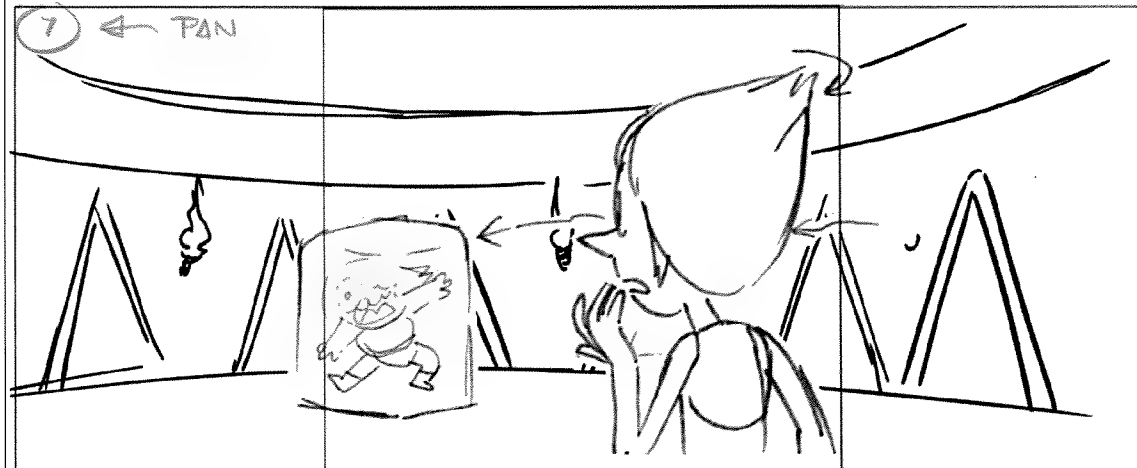
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Scene	Panel
144	<b>CONT</b>
	7



Slugging  
2.06  
ADJ with Amethyst then HOLD.

Scene	Panel
144	<b>CONT</b>
	8

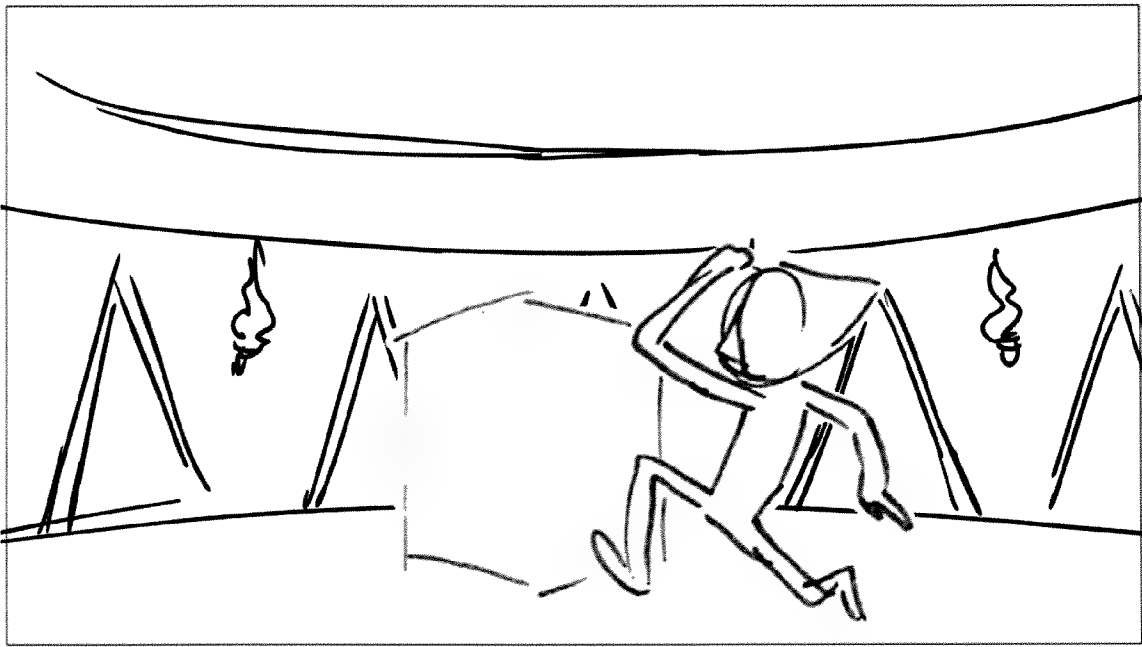


Dialog  
PEARL: THIS IS A DEATH TRAP!!!!

Slugging  
2.14

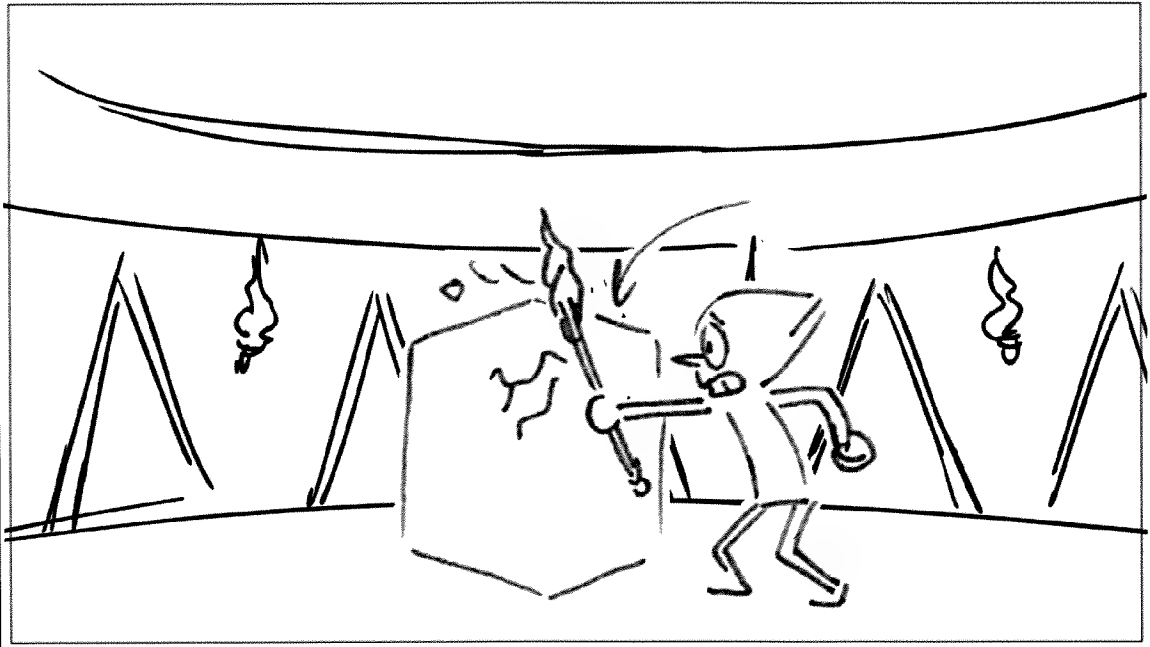
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Scene 144 Panel 9



Slugging  
0.07

Scene 144 Panel 10



Dialog  
PEARL: AUGH!

Slugging  
1.07

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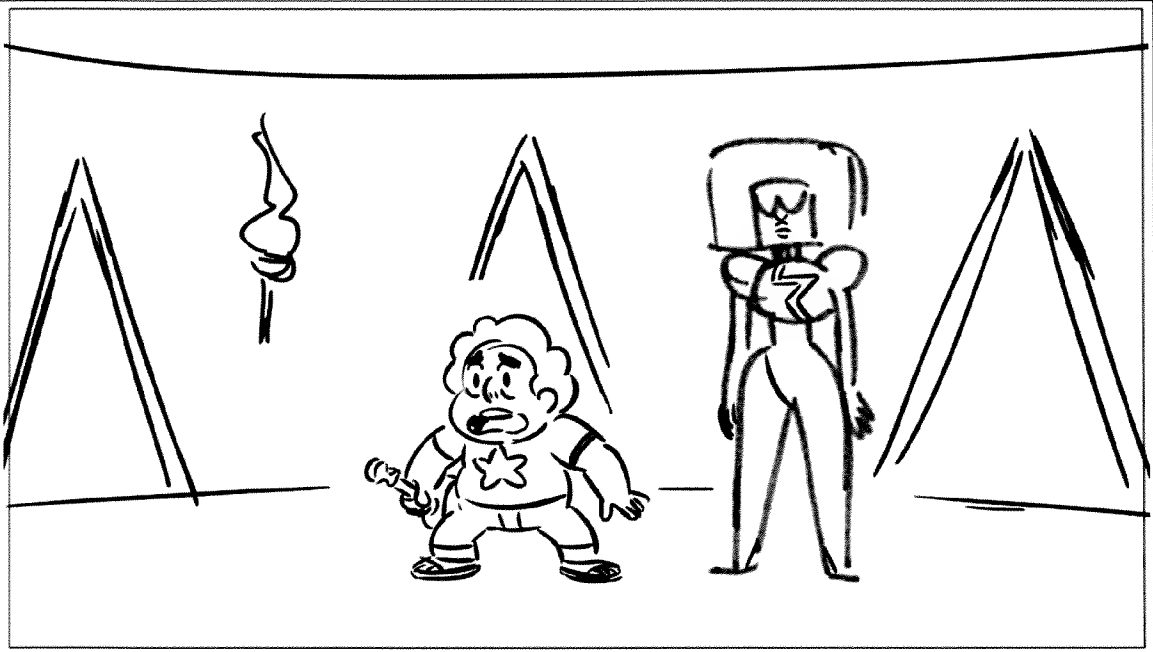
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Scene	Panel
145	1



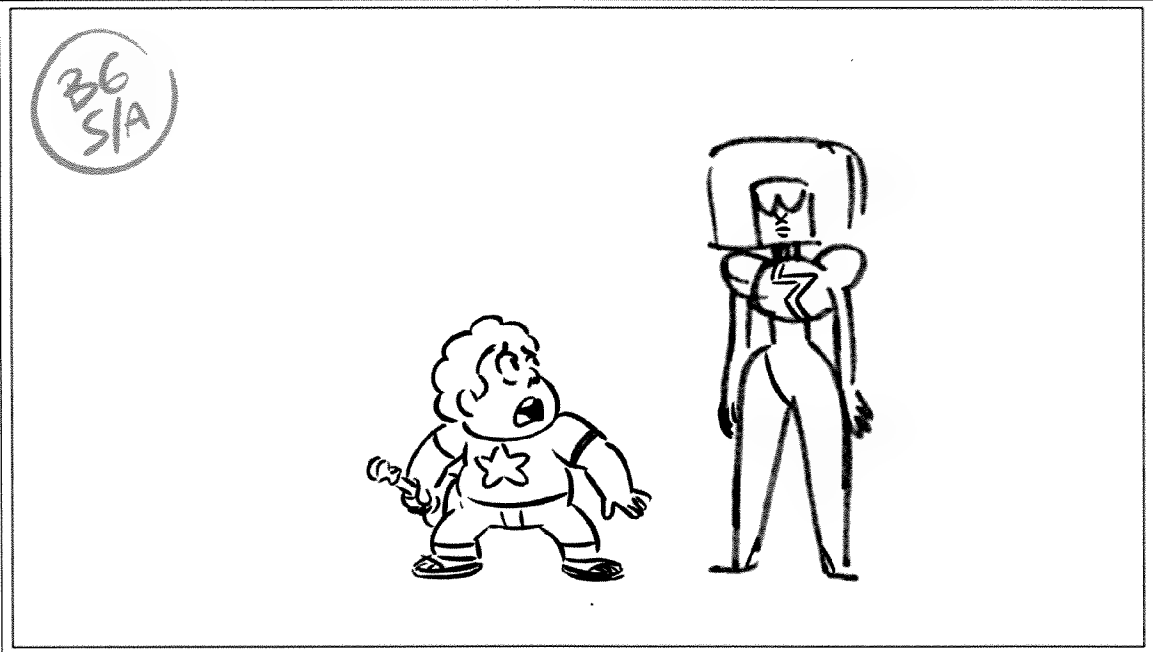
Dialog

STEVEN: (\*HORRIFIED) WHAT...

Slugging

1.03

Scene	Panel
145	2



Dialog

STEVEN: WHAT DO WE DO?

Slugging

2.11

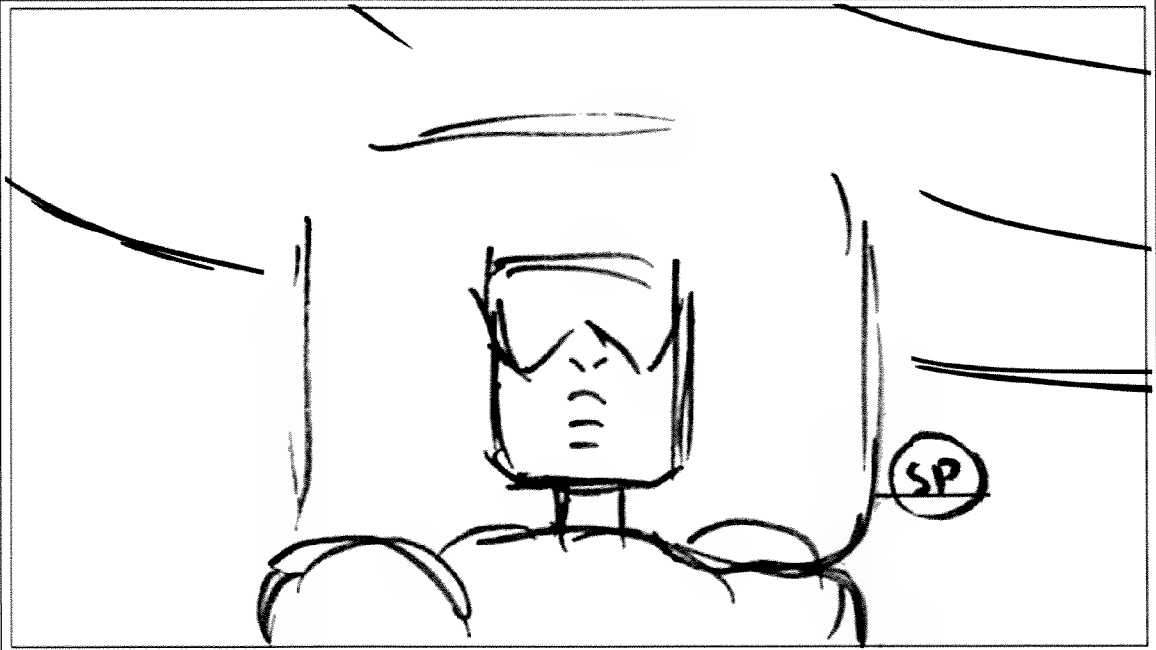
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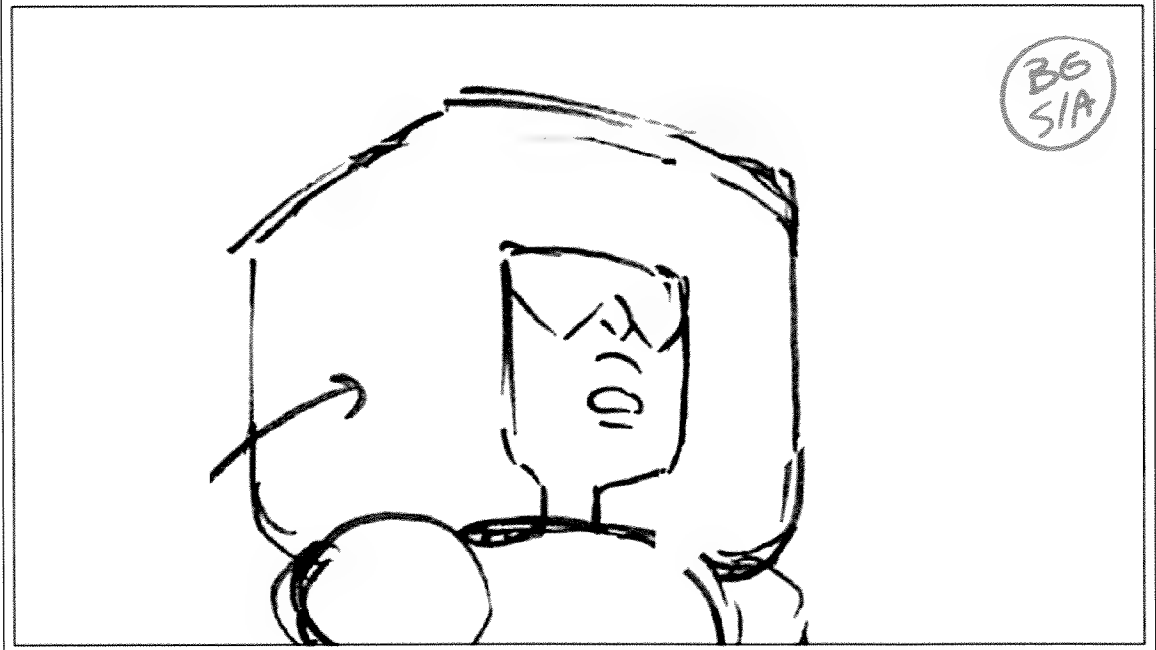
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Scene	Panel
146	1



Slugging  
0.04

Scene	Panel
146	2



Dialog  
GARNET: WE GO BACK IN

Slugging  
2.01

Notes  
Crossing the line? JUN 10 2013

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Scene 147	Panel 1
	
Dialog GARNET: AGAIN	
Slugging 1.10	

Scene 147	Panel 2
	
Dialog GARNET: AGAIN	
Slugging 1.11	

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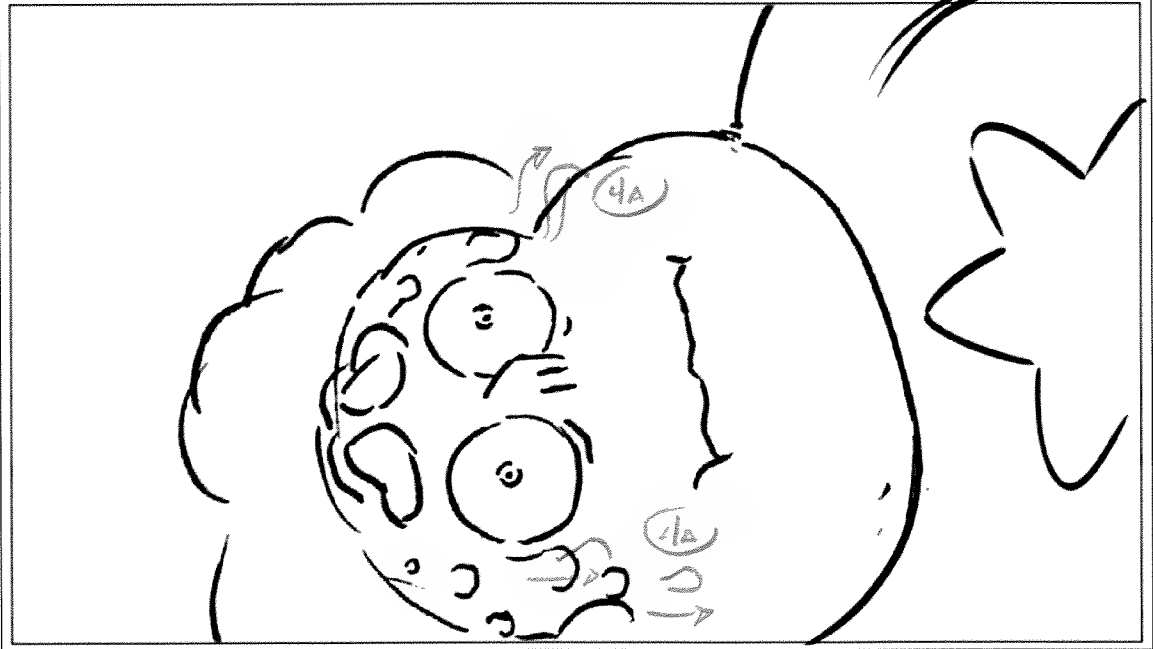
Scene 147 Panel 3  
CONT



Dialog  
GARNET: AGAIN

Slugging  
2.00

Scene 147 Panel 4  
CONT



Dialog  
GARNET: AGAIN

Slugging  
1.15  
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Scene 147 Panel 5  
*CONT*



Slugging  
0.13

Scene 147 Panel 6  
*CONT*



Slugging  
0.11

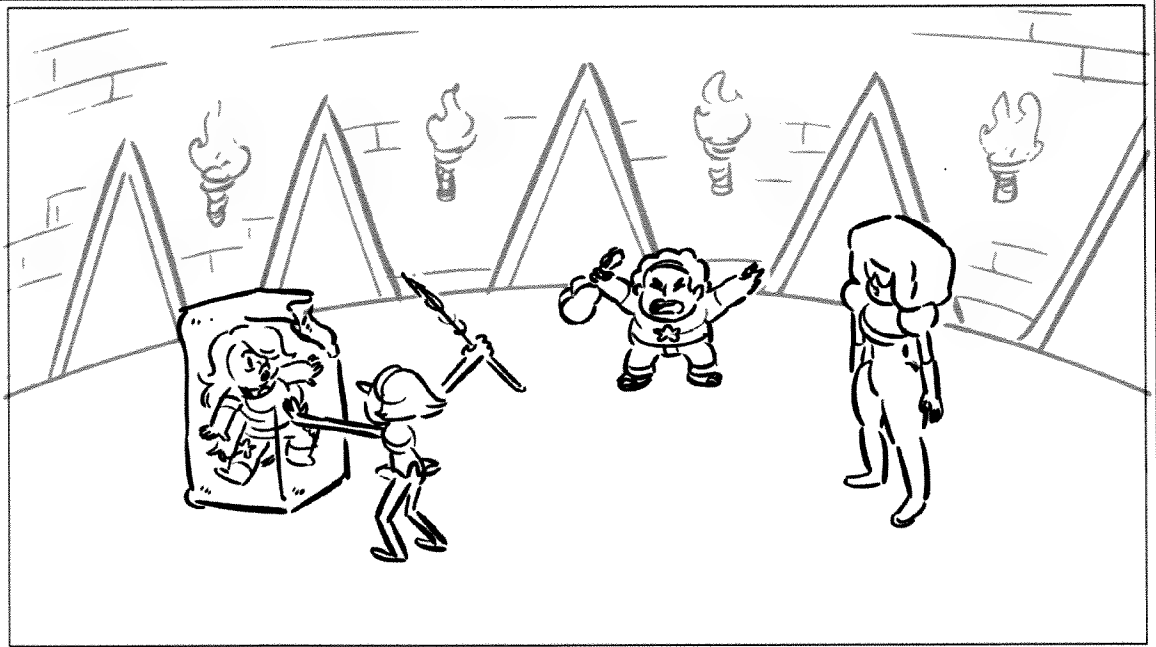
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Scene	Panel
148	1



Dialog  
STEVEN: I CAN'T!

Slugging  
1.14

Notes  
H.U Steven's expression to previous

Scene	Panel
148	2



Dialog  
STEVEN: YOU GUYS, I AM FREAKING OUT

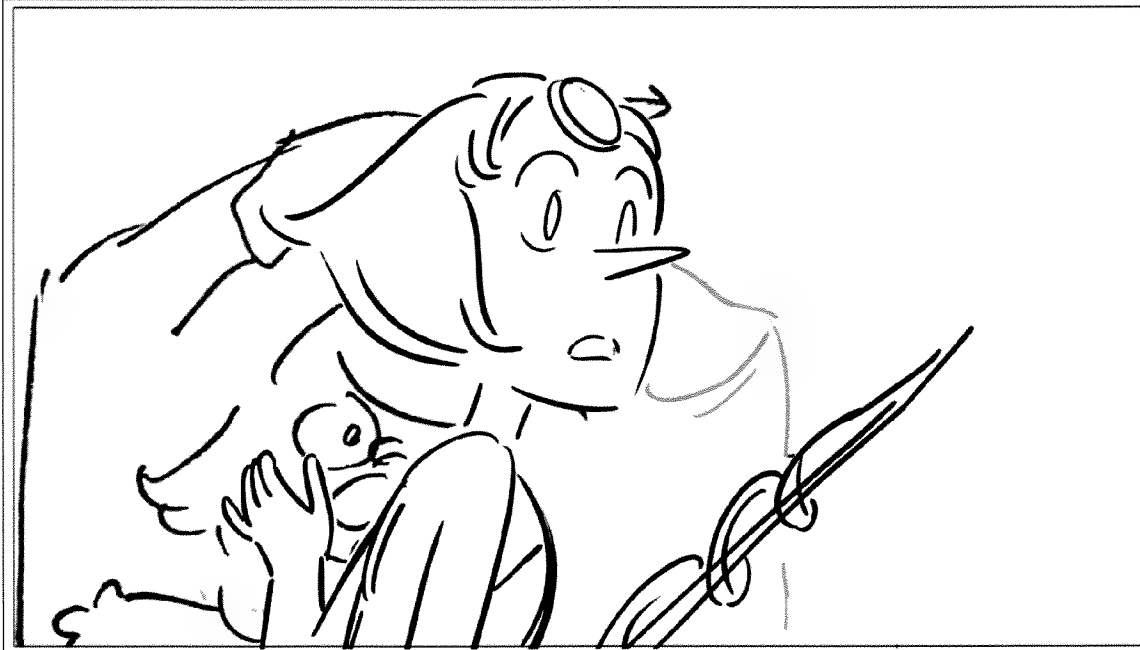
Slugging  
4.05

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Scene	Panel
149	1



Dialog  
PEARL: STEVEN -

Slugging  
Panels 1 + 2 = 1.14

Scene	Panel
149	cont 2



Dialog  
PEARL: STEVEN -

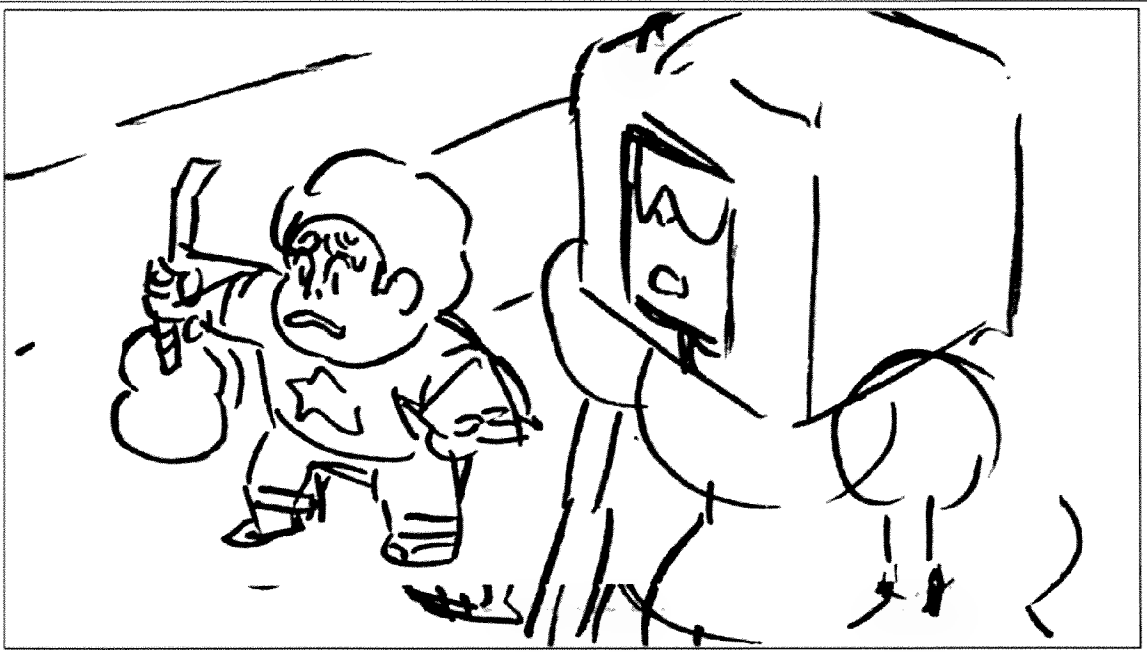
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Scene	Panel
150	1



Slugging  
0.08

Scene	Panel
150	2



Dialog  
GARNET: IT'S OK.

Slugging  
1.15

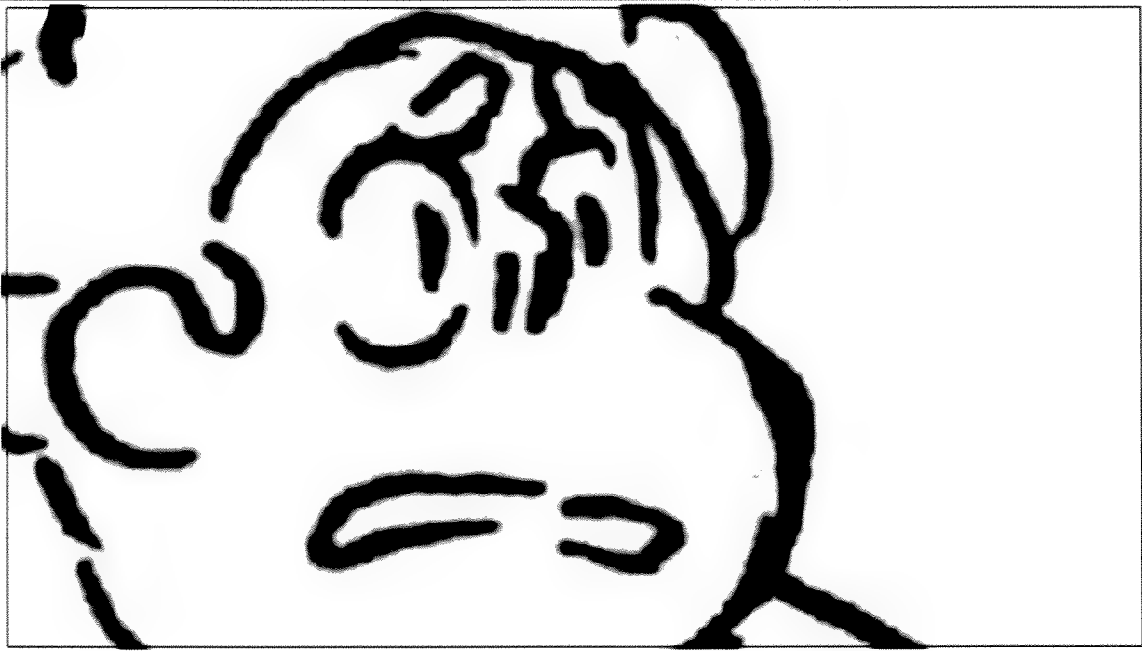
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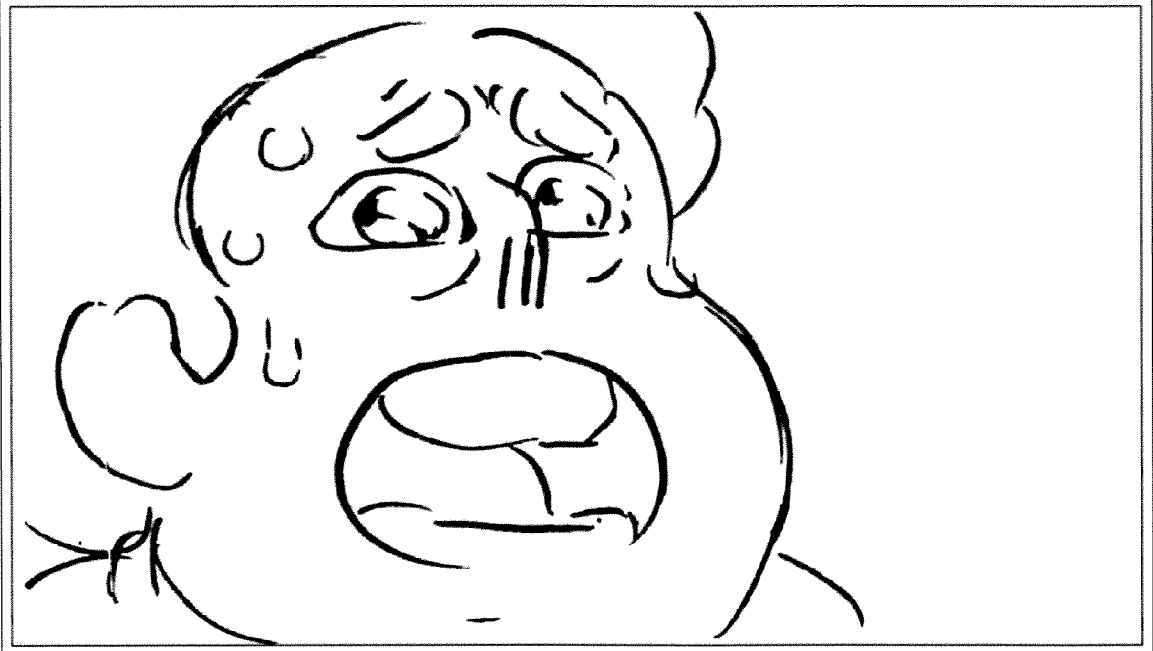
Scene	Panel
151	1



Slugging  
Panels 1 + 2 = 3.09

Notes  
H.U.

Scene	Panel
151	cont 2



Dialog  
STEVEN: NO — NO IT'S NOT —

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Scene	Panel
151	cont 3

Dialog

STEVEN: YOU WERE ALL RIGHT ABOUT...

Slugging

1.14

Scene	Panel
151	cont 4

Dialog

STEVEN: ...ME...

Slugging

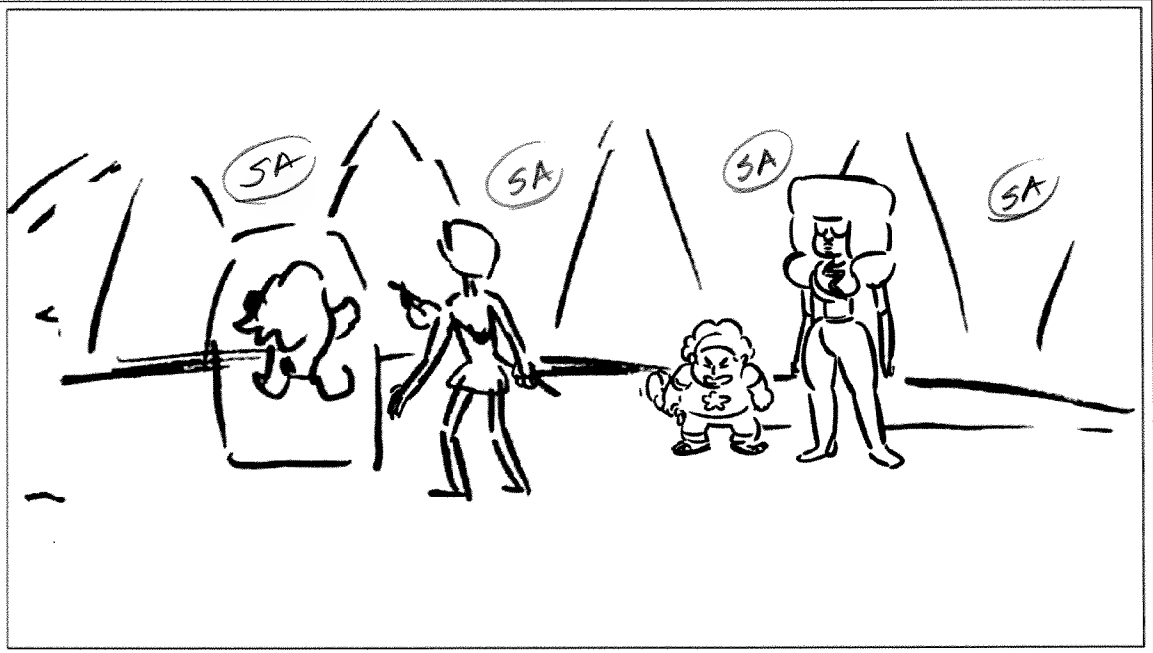
1.05

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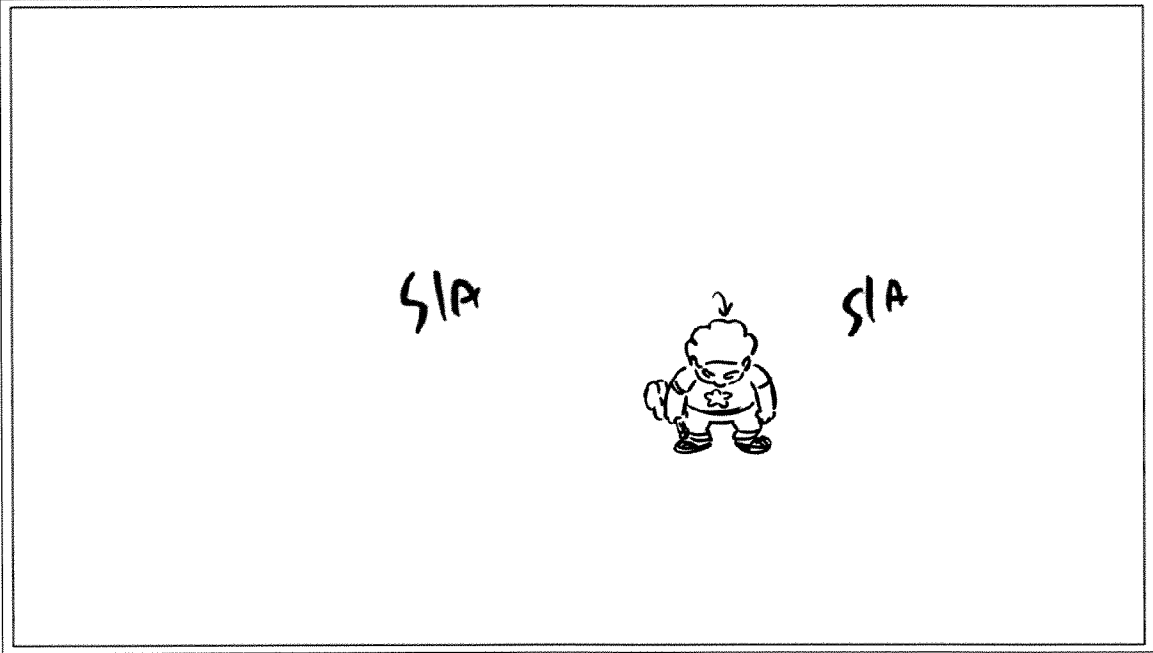
Scene	Panel
152	1



Dialog  
STEVEN: I WANTED TO DO THIS SO BAD...

Slugging  
3.01

Scene	Panel
152	2



Slugging  
0.11

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Scene	Panel
153	1



Dialog

STEVEN: ...BUT NOW I FEEL LIKE...

Slugging

1.09

Scene	Panel
153	2



Dialog

STEVEN: ...I'M GONNA THROW...

Slugging

1.01

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Scene	Panel
153	cont 3

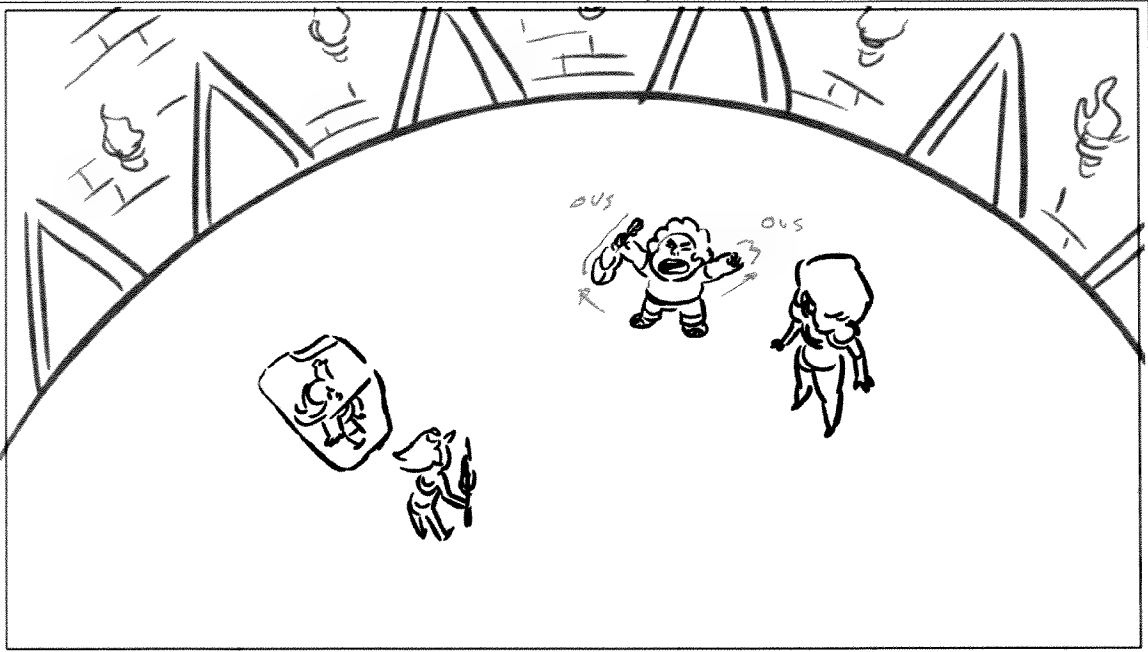
Dialog
STEVEN: ...UP
Slugging
1.07

Scene	Panel
154	1

Dialog
STEVEN: THIS IS
Slugging
Panels 1 + 2 = 4.05
Notes
Need Steven H.U. to previous scene.

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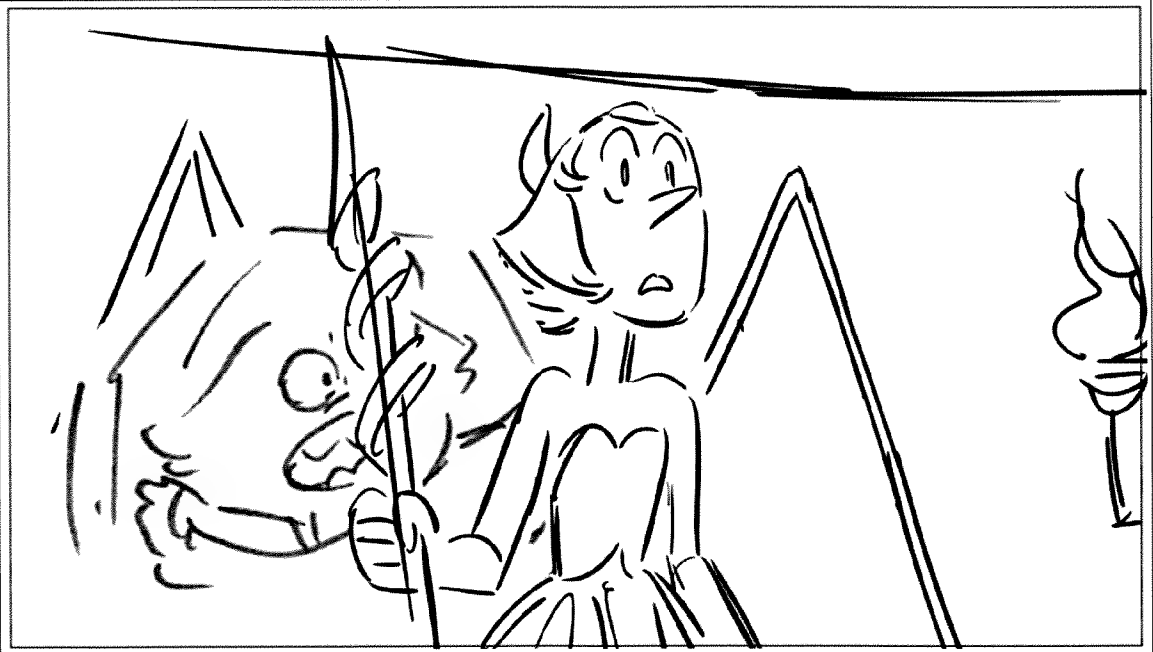
Scene	Panel
154	2



Dialog  
STEVEN: JUST LIKE THE TEACUPS

Notes  
Need Steven H.U. to previous scene.

Scene	Panel
155	1



Dialog  
PEARL: OH STEVEN!

Slugging  
Panels 1 + 2 = 3.06  
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Scene	Panel
155	2



Dialog  
PEARL: I DIDN'T REALLY MEAN THAT.

Scene	Panel
156	1



Dialog  
STEVEN: WAIT!!!!

Slugging  
2.05

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Scene	Panel
156	<i>cont</i>
2	



Dialog  
STEVEN: AHH — WAIT YOU

Slugging  
Panels 2 + 3 = 2.11

Scene	Panel
156	<i>cont</i>
3	



Dialog  
STEVEN: GUYS!!!

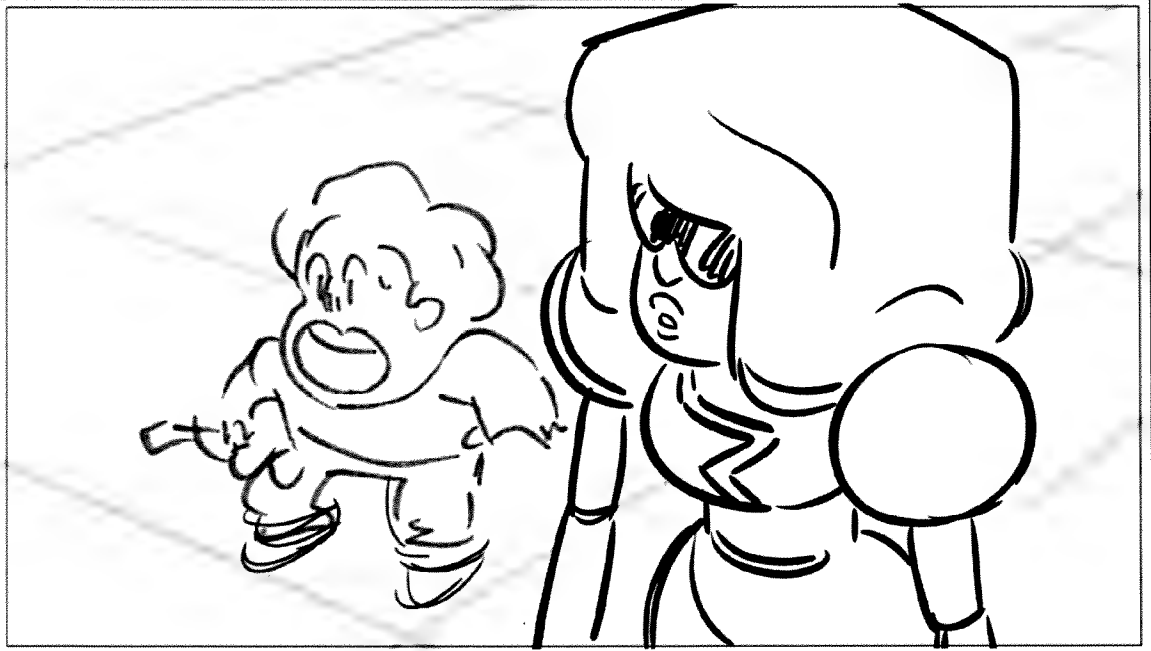
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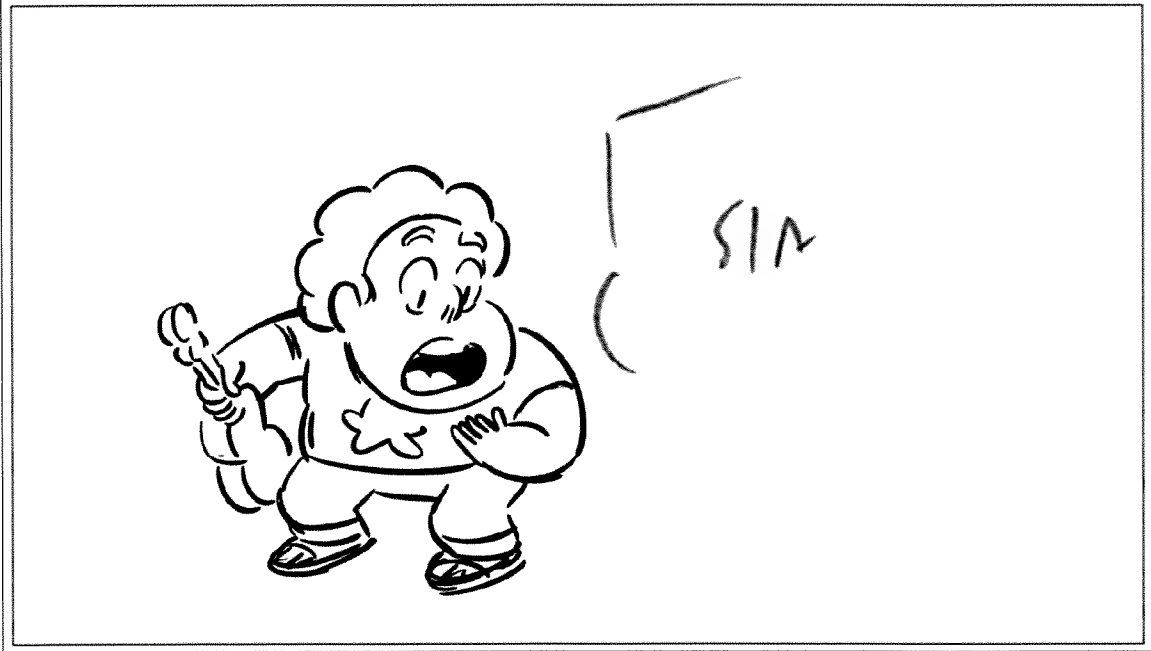
Scene	Panel
157	1



Dialog  
STEVEN: WHAT IF THIS IS JUST LIKE THE TEACUPS!!

Slugging  
4.02

Scene	Panel
157	2



Dialog  
STEVEN: THAT'S WHY WE'RE GETTING SO LOST! THAT'S WHY I'M FEELING SO SICK!

Slugging  
Panels 2 to 4 = 5.07

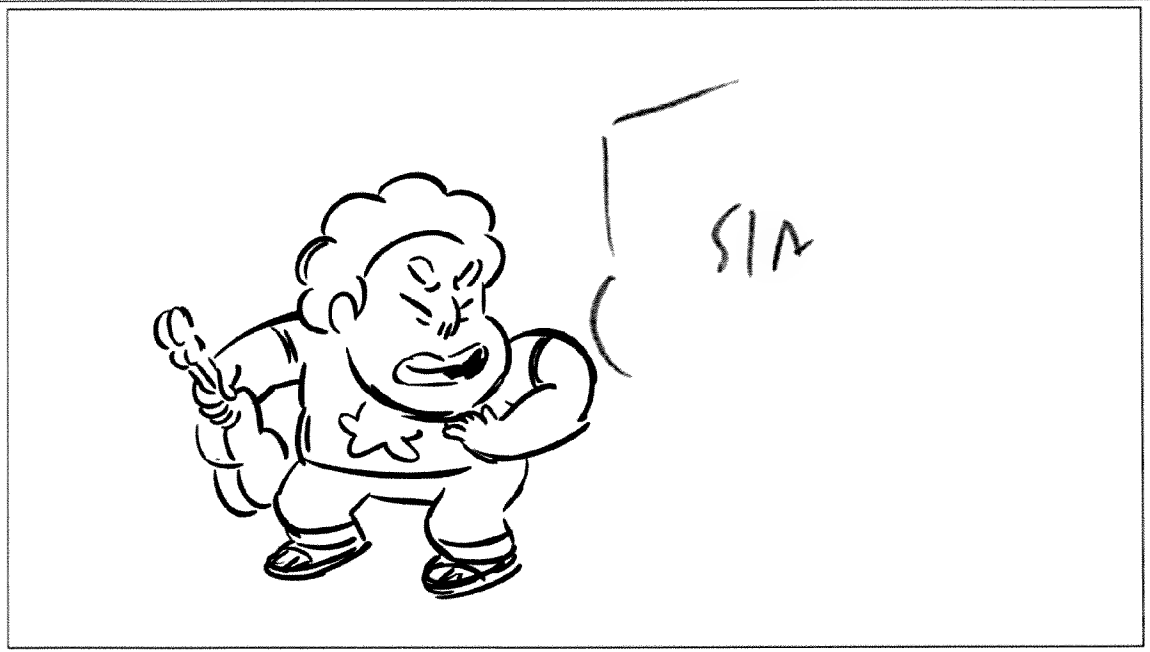
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Scene	Panel
157	<b>CONT</b>
	3



Dialog

STEVEN: THAT'S WHY WE'RE GETTING SO LOST! THAT'S WHY I'M FEELING SO SICK!

Scene	Panel
157	<b>CONT</b>
	4



Dialog

STEVEN: THAT'S WHY WE'RE GETTING SO LOST! THAT'S WHY I'M FEELING SO SICK!

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Scene	Panel
158	1



Dialog  
STEVEN: ALL THE ROOMS ARE SPINNING US AROUND SO WE END UP  
HERE!!!

Slugging  
5.04

Scene	Panel
159	1



Slugging  
1.03

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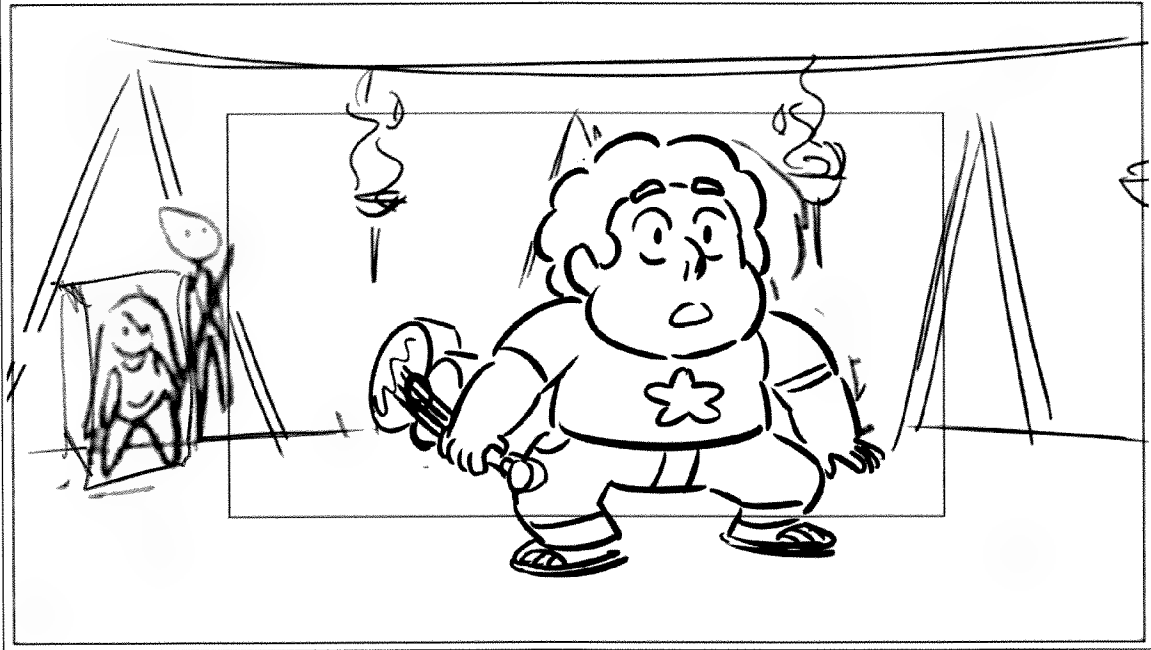
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Scene 159 Panel 2



Slugging  
0.13

Scene 160 Panel 1



Action Notes  
Camera bounces backward.

Slugging  
ADJ: 1.15

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Scene	Panel
161	1



Slugging  
1.00

Scene	Panel
161	2



Slugging  
0.13

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Scene	Panel
161	cont
	3



Slugging  
0.15

Scene	Panel
162	
	1



Action Notes  
Camera shake.

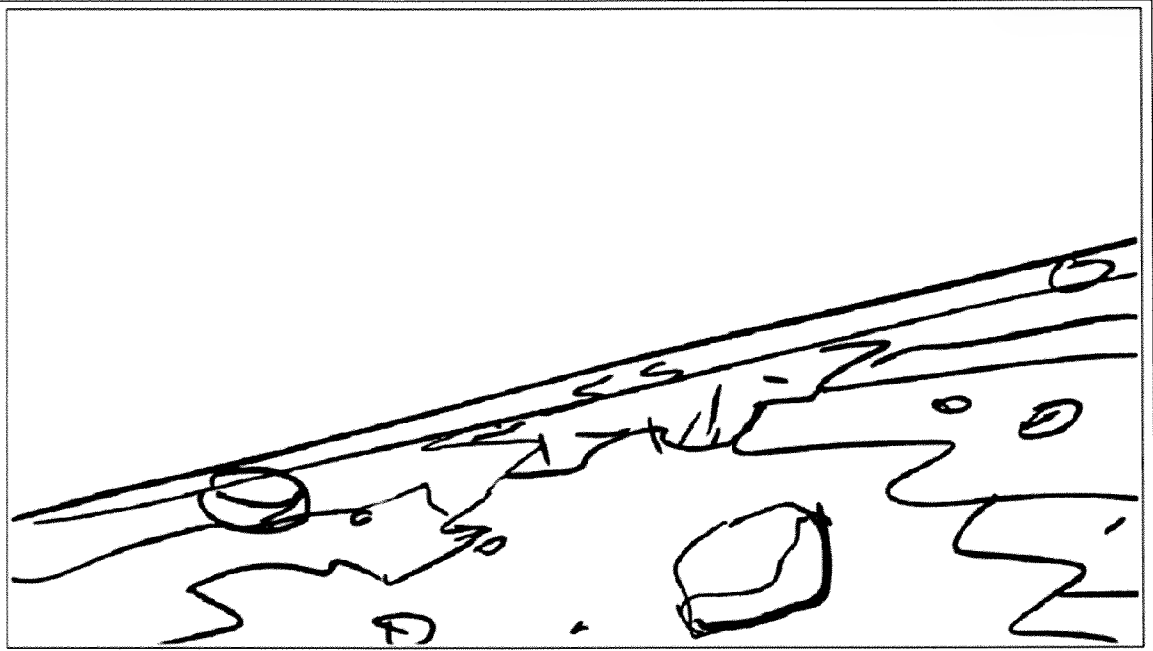
Slugging  
3.00

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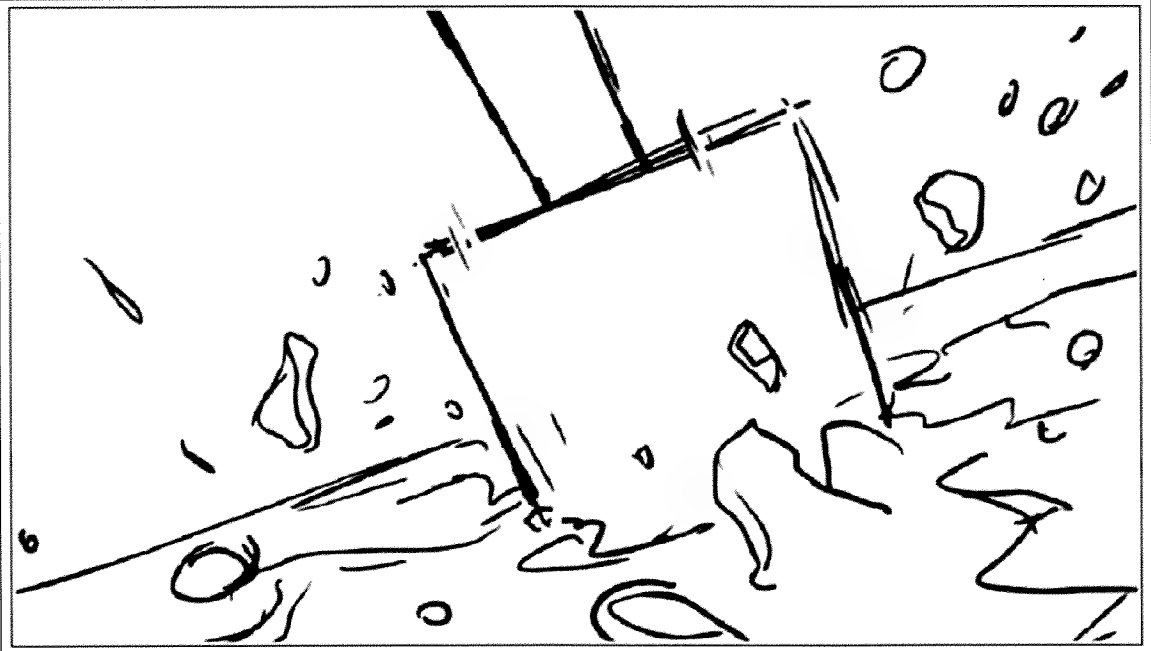
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Scene	Panel
163	1



Slugging  
0.08

Scene	Panel
163	2



Slugging  
0.14

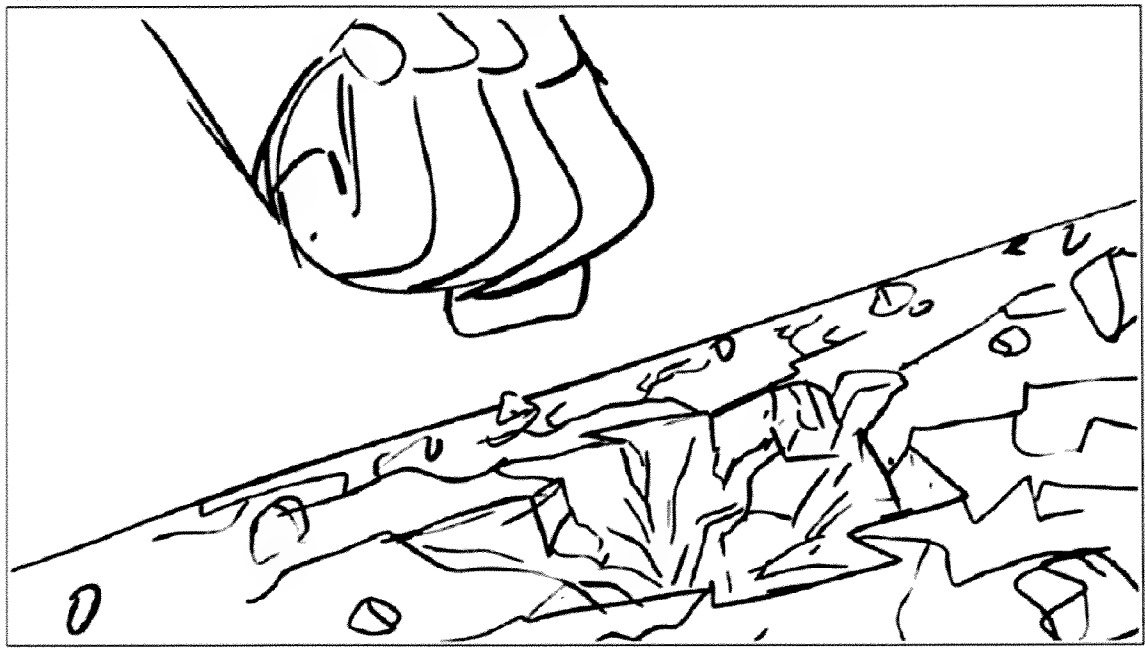
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Scene	Panel
163	CONT 3



Slugging  
0.09

Scene	Panel
164	1



Slugging  
HOLD 0.08

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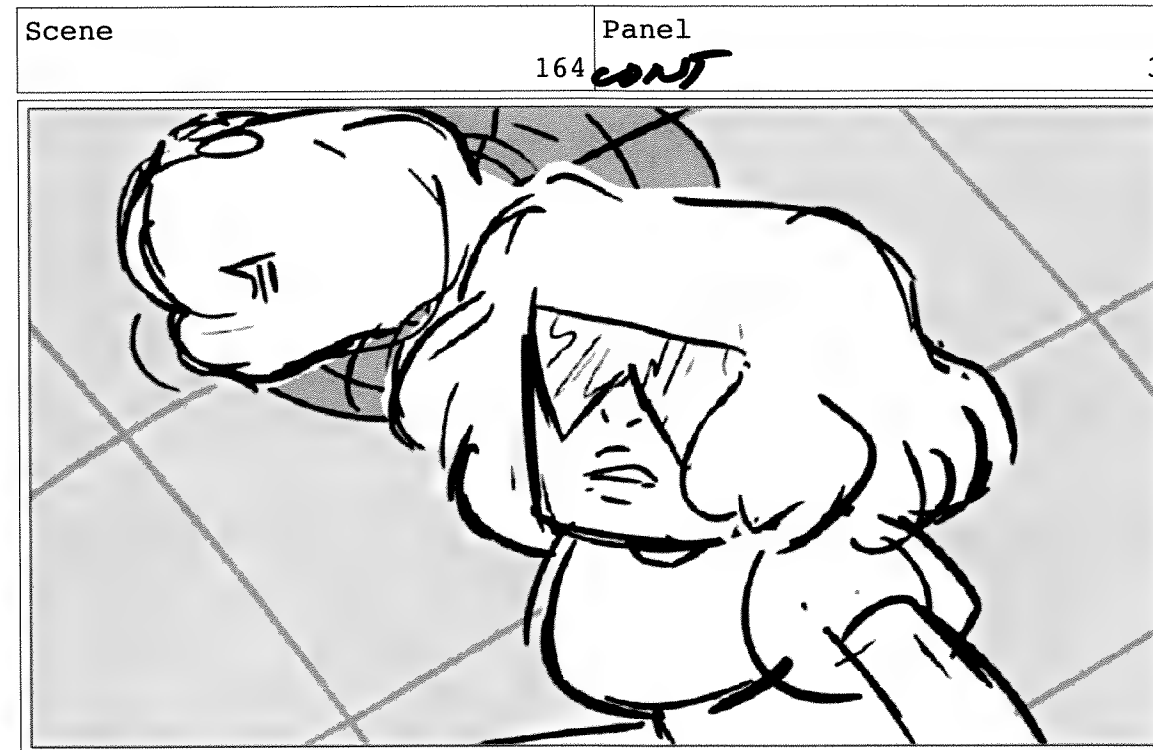
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Slugging  
1.02  
ADJ then HOLD



Slugging  
0.04

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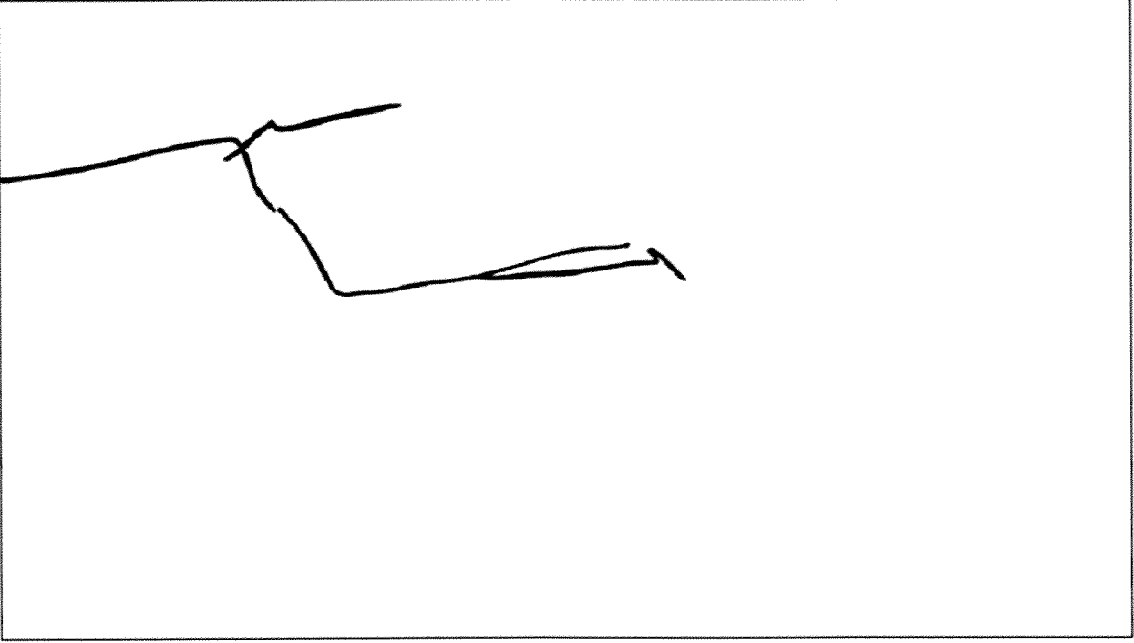
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Scene	Panel
164	4



Slugging  
ADJ: 0.04

Scene	Panel
165	1



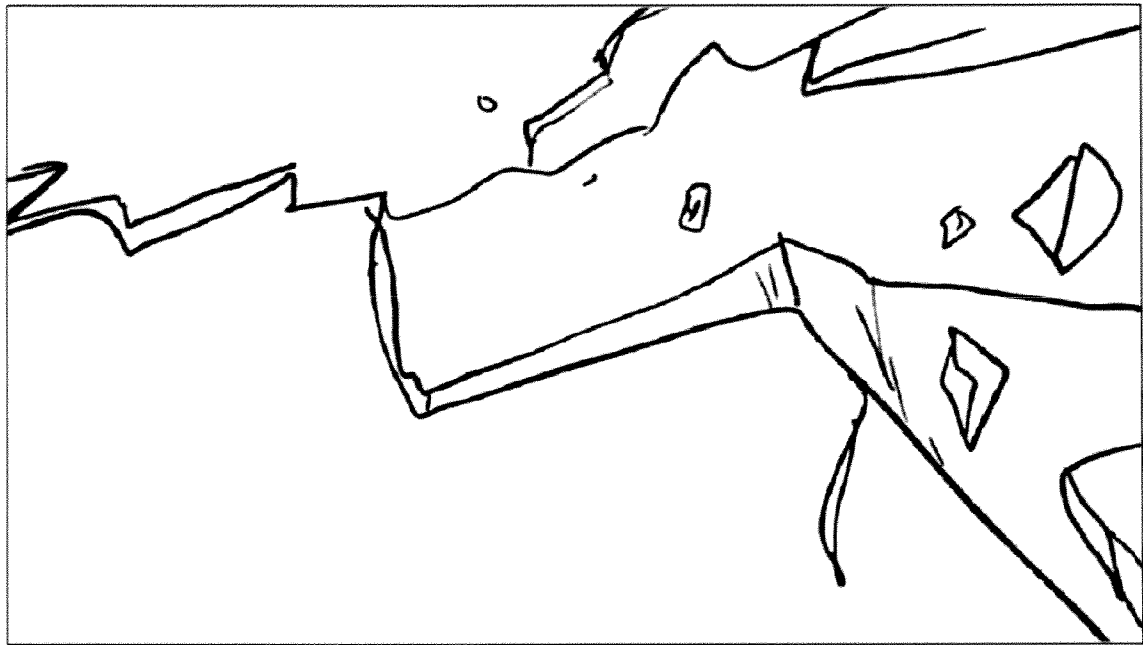
Slugging  
0.04

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Scene	Panel
165	2



Slugging  
0.07

Scene	Panel
166	1



Slugging  
0.09

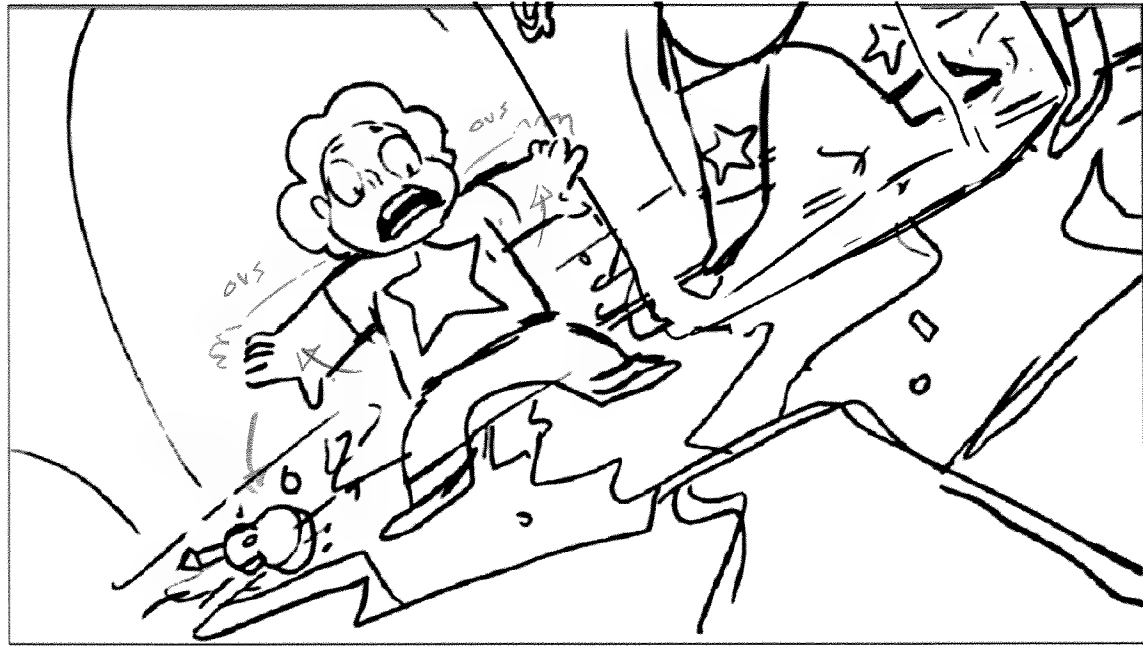
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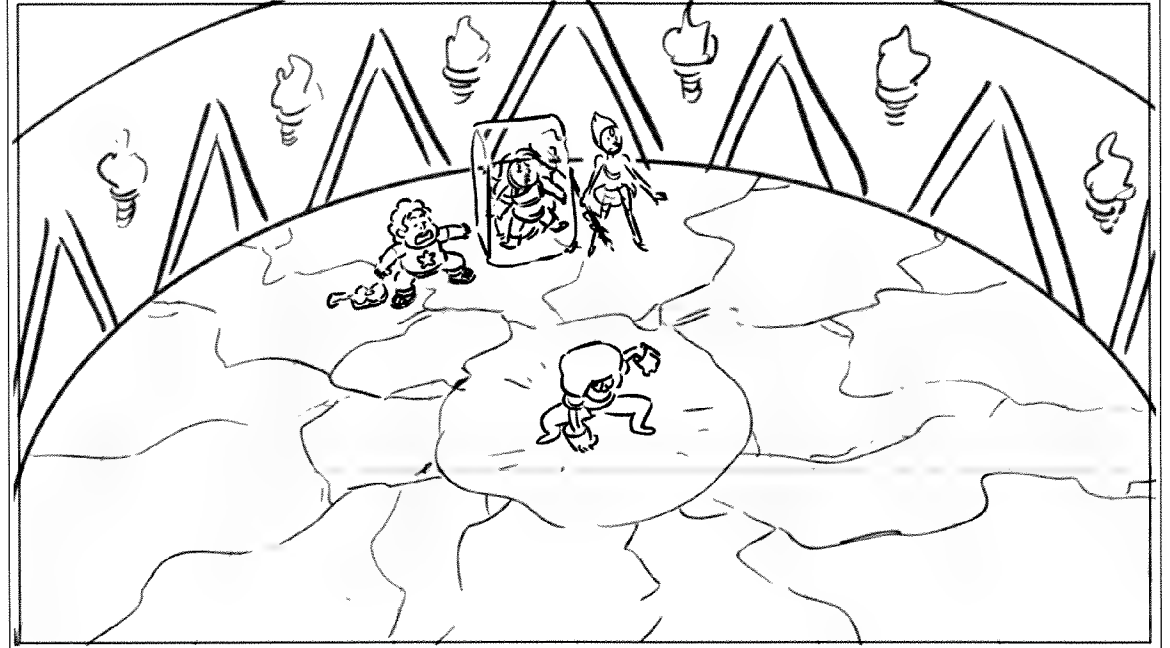
Scene	Panel
166	cont 2



Action Notes  
STEVEN drops his ukelele

Slugging  
1.01

Scene	Panel
167	1



Slugging  
0.14

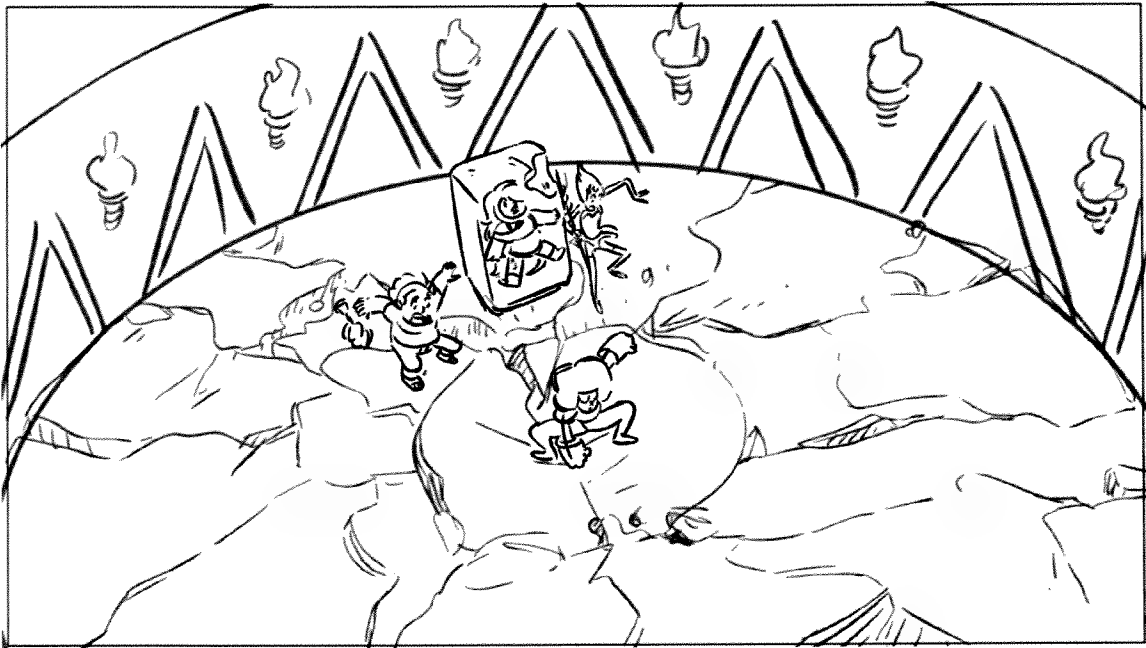
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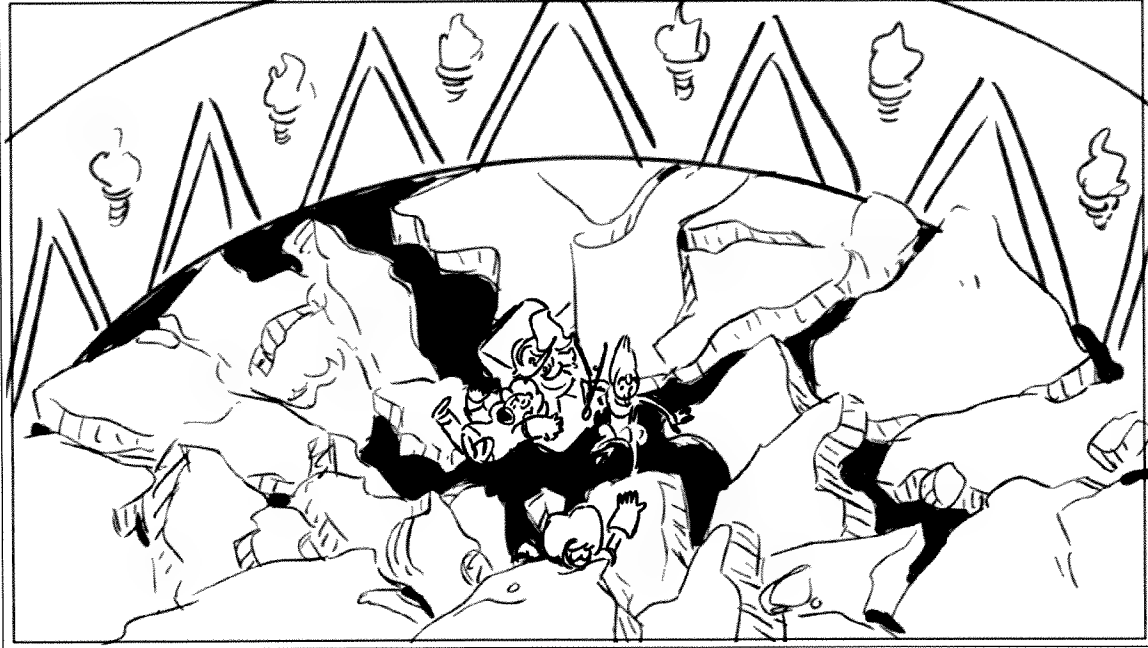
Scene 167 *cont* Panel 2



Dialog  
ALL: <SCREAMING>

Slugging  
0.04

Scene 167 *cont* Panel 3

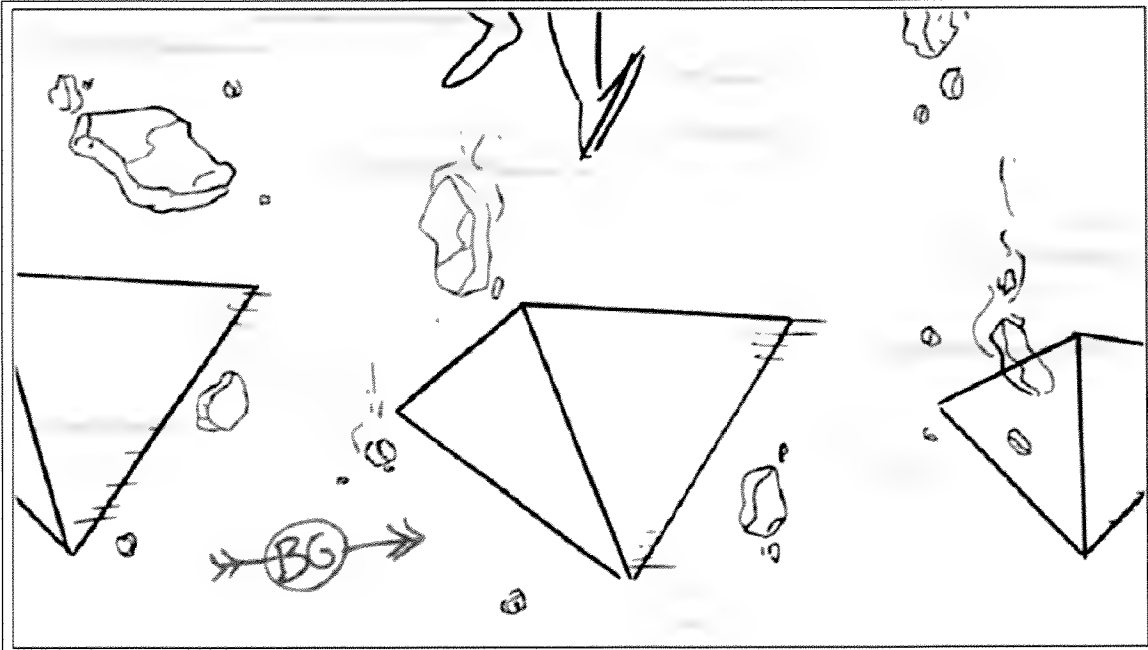


Dialog  
ALL: <SCREAMING>

Slugging  
2.00

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Scene	Panel
168	1

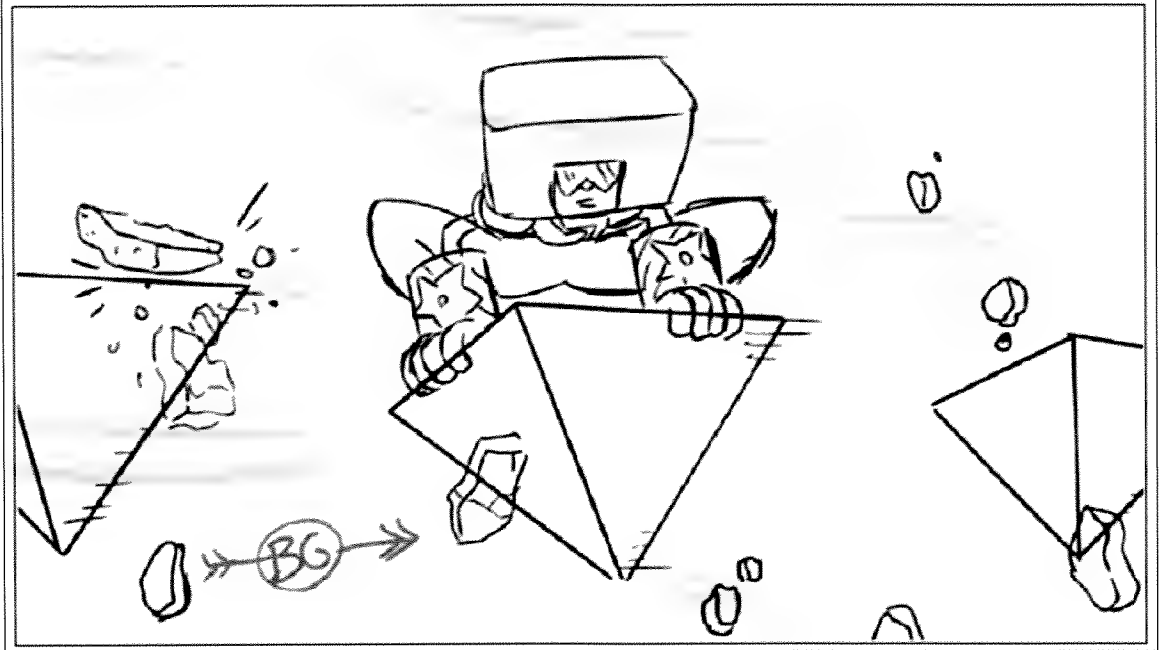


Dialog  
ALL: <SCREAMING>

Action Notes  
Background pans screen left to right.

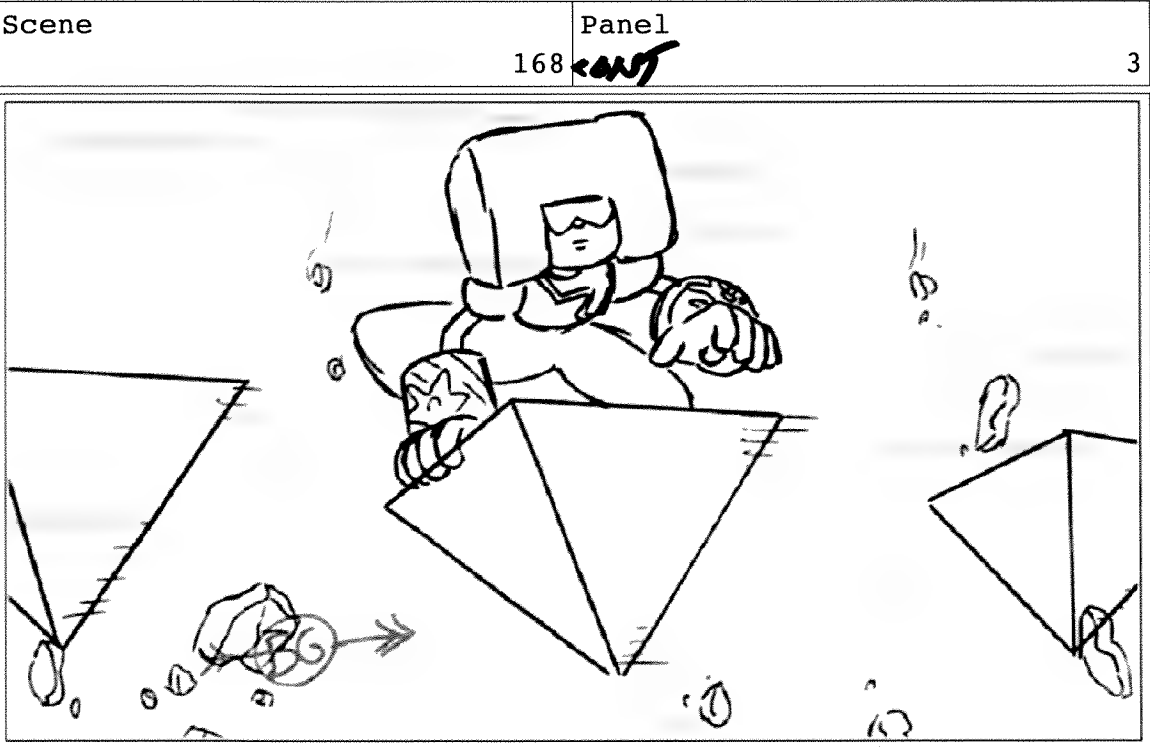
Slugging  
0.04

Scene	Panel
168	2

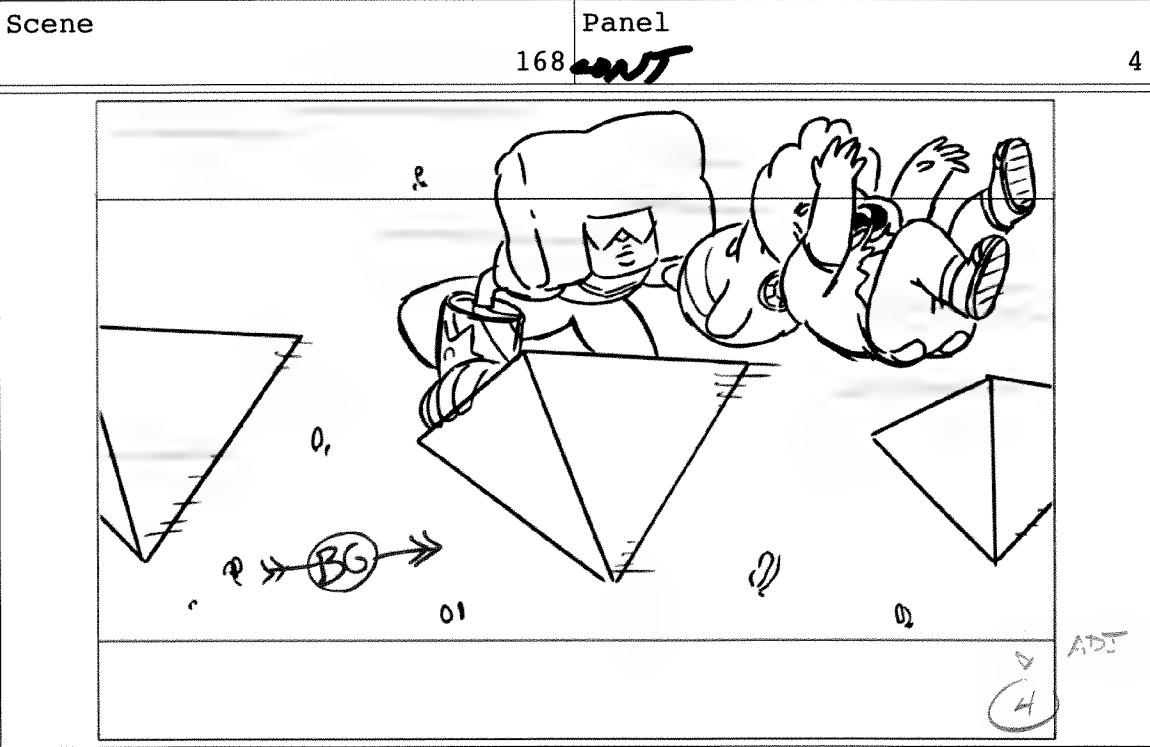


Slugging  
1.01

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Slugging  
0.11

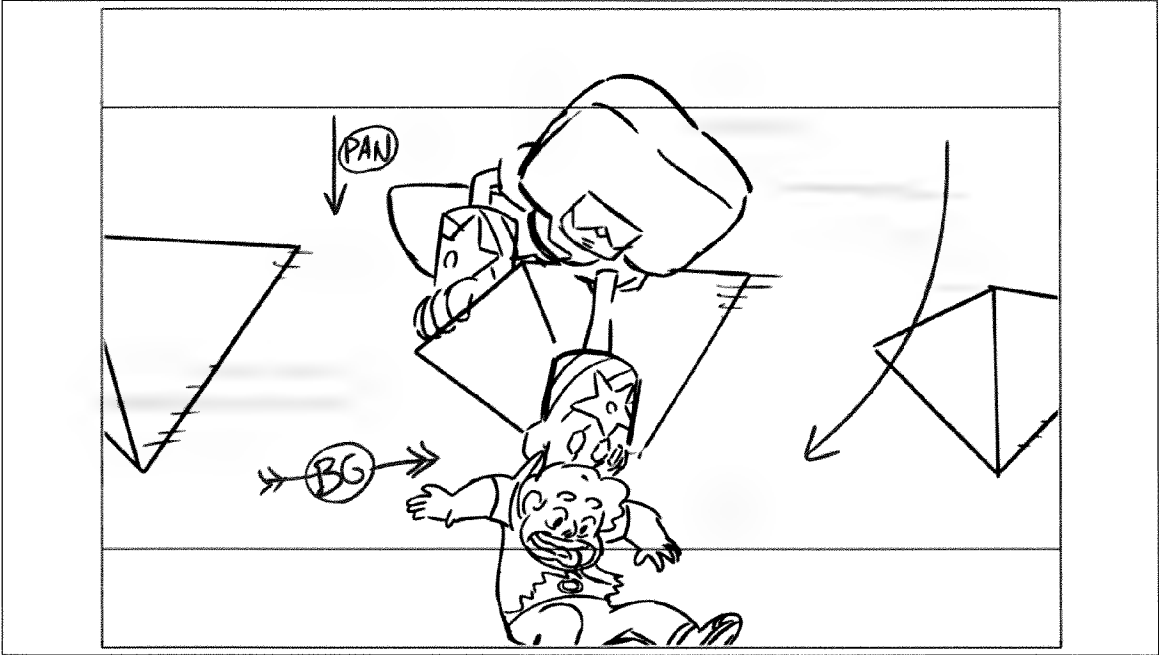


Dialog  
STEVEN: WHHHOOOOOAAAAHHHHH!

Slugging  
HOLD: 0.04

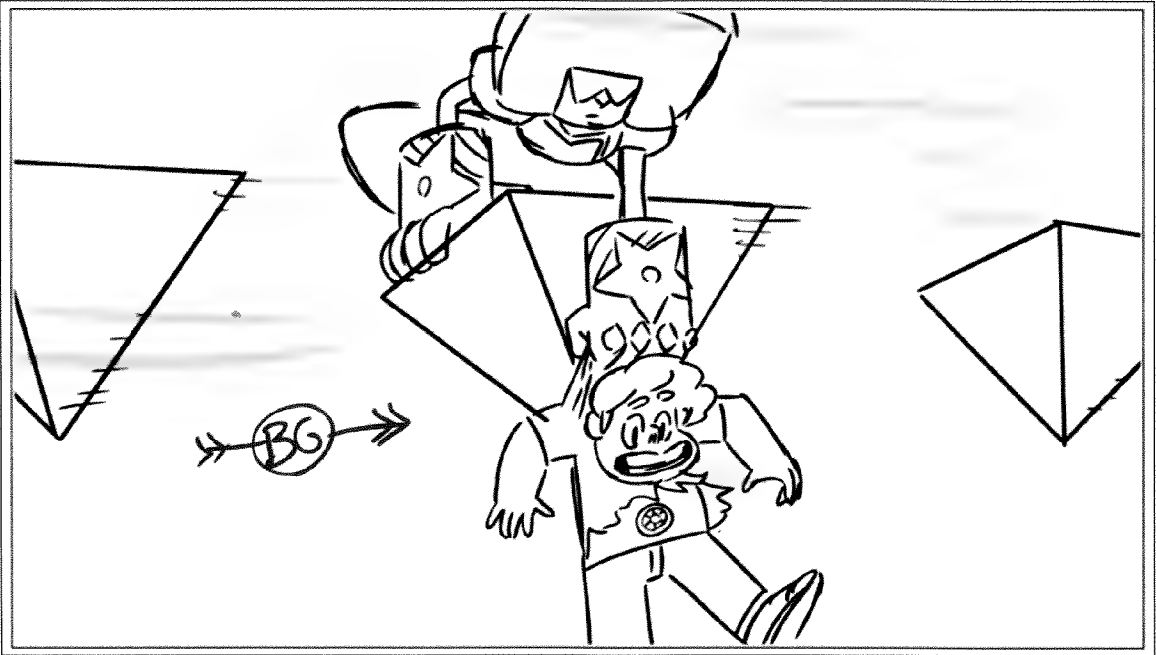
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Scene 168 Panel 5



Slugging  
ADJ: 0.04

Scene 168 Panel 6



Slugging  
1.00

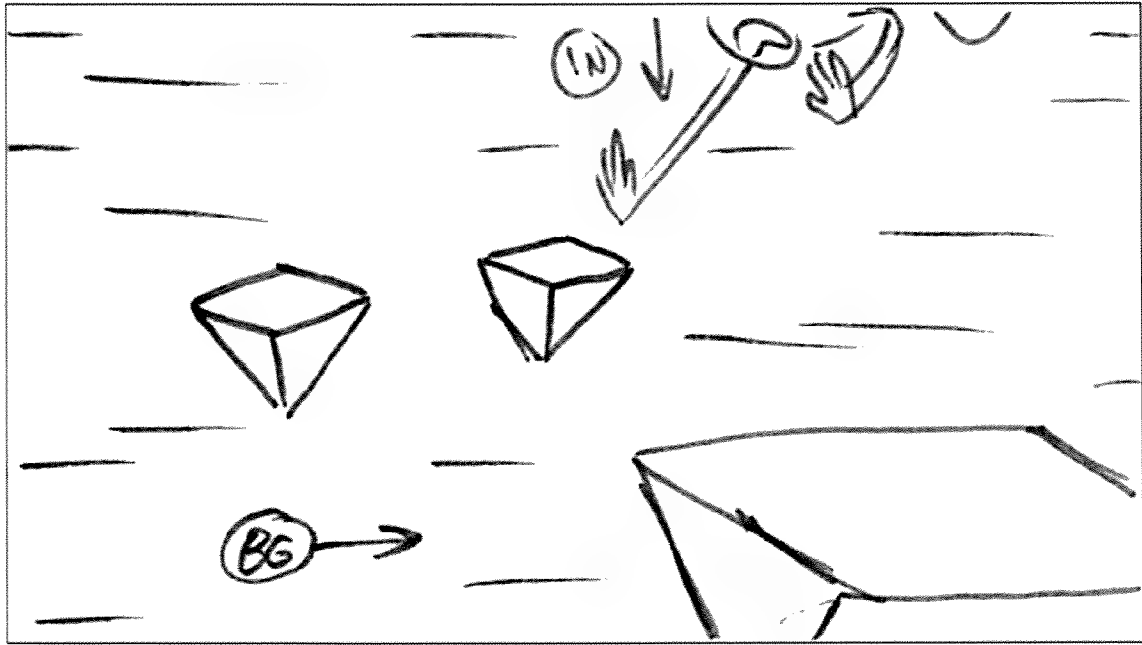
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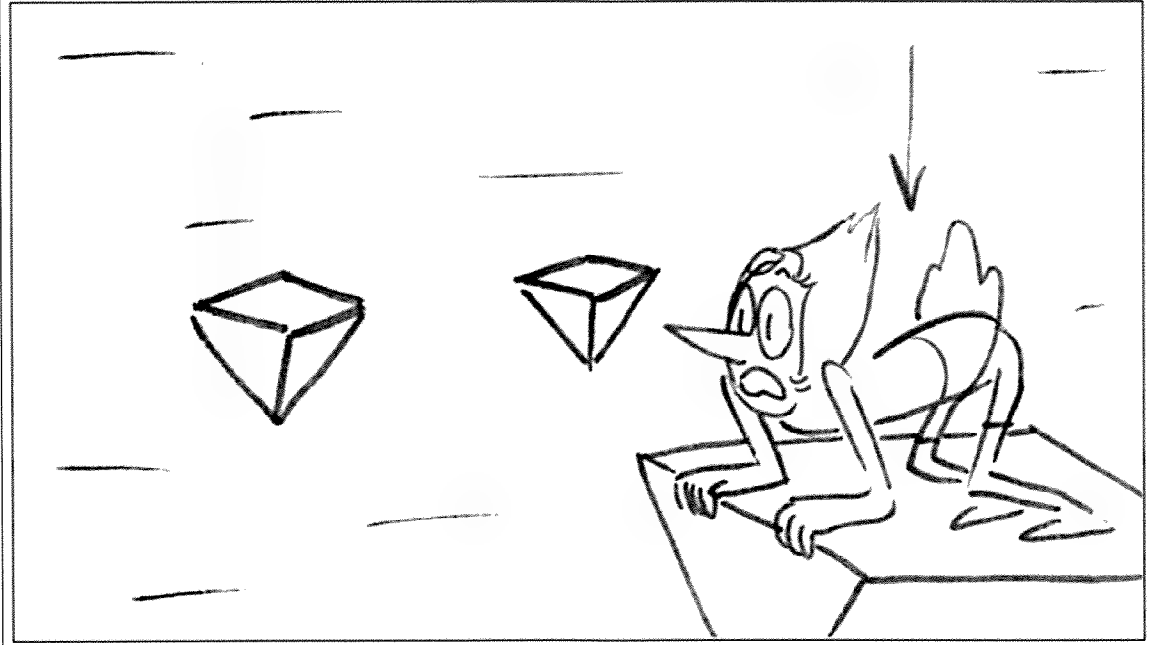
Scene 169 Panel 1



Action Notes  
Background pans screen left to right.

Slugging  
0.04

Scene 169 Panel 2



Slugging  
0.10

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Scene	Panel	
169	CONT	3

Action Notes

AMETHYST comes in, still trapped in a block of ice

Slugging

0.05

Scene	Panel	
169	CONT	4

Dialog

AMETYHST: <SCREAM>

Action Notes

Block of ice shatters

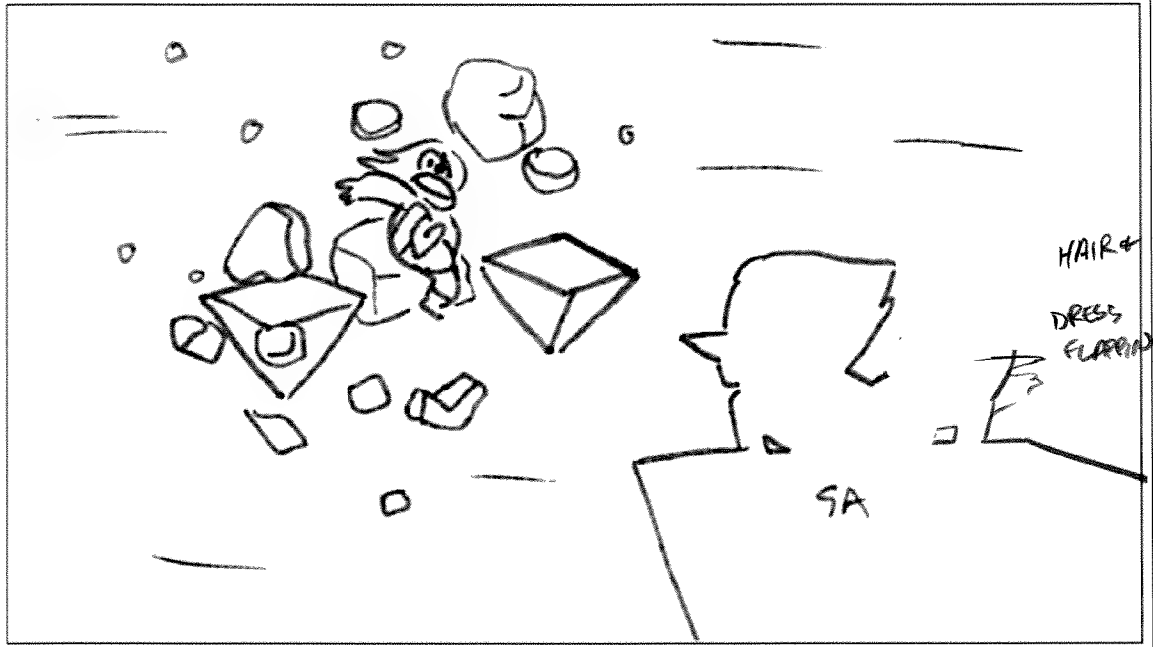
Slugging

0.04

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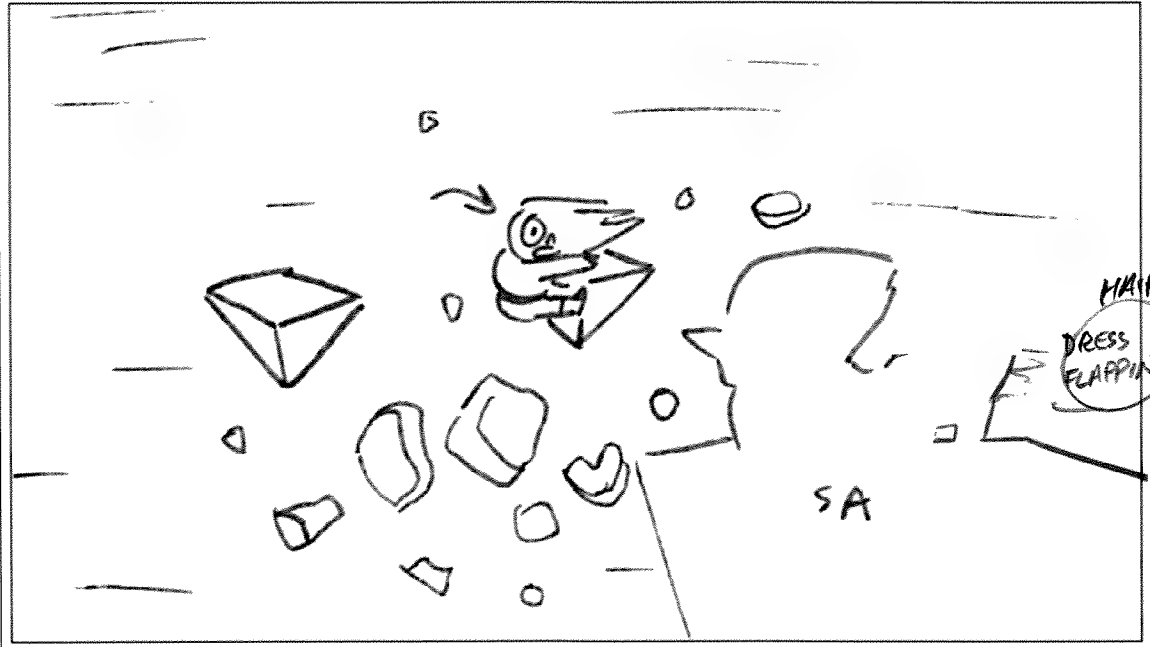
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Scene 169 Panel 5  
*CONT*



Slugging  
0.04

Scene 169 Panel 6  
*CONT*



Action Notes  
AMETHYST grabs onto spinning pyramid

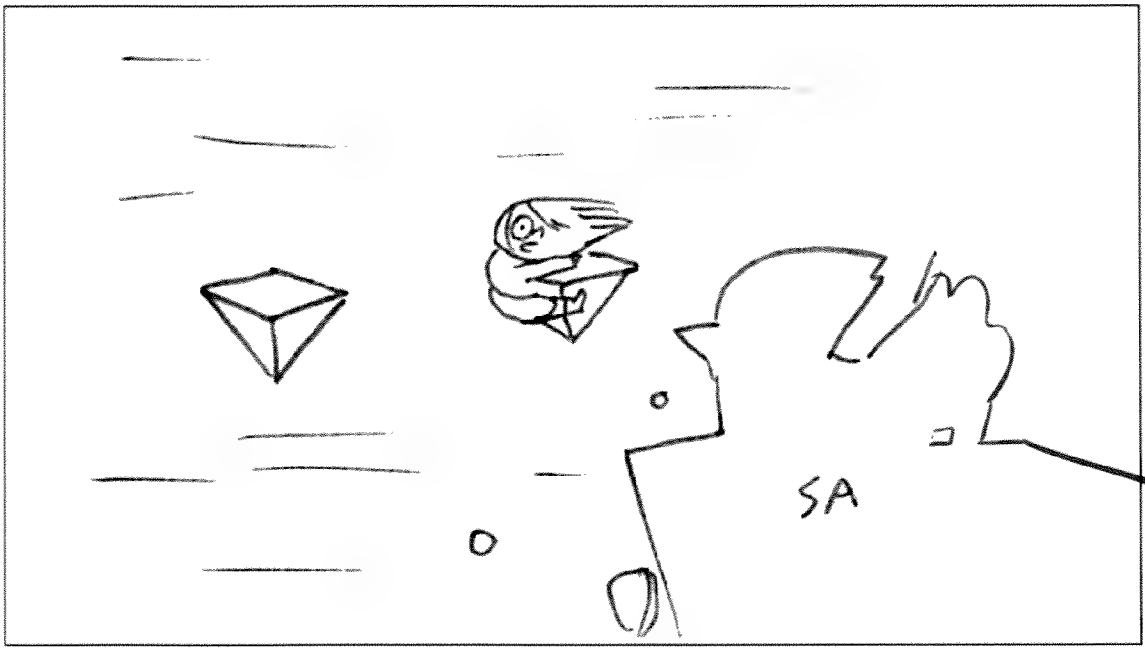
Slugging  
0.04

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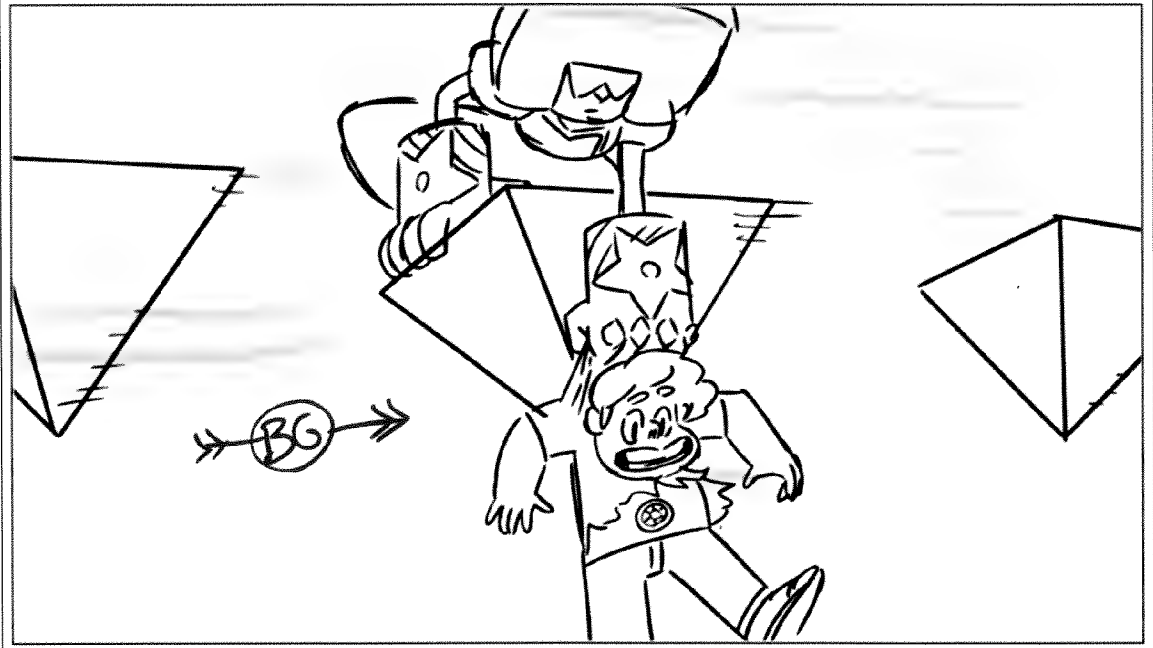
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Scene 169 Panel 7  
*CONT*



Slugging  
1.00

Scene 170 Panel 1



Action Notes  
Background pans screen left to right.

Slugging  
1.06

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Scene	Panel
171	1



Dialog

STEVEN: WHHHOOOOOAAAAHHHHH!

Action Notes

Background pans screen left to right.

Slugging

Panels 1 + 2 x 6 = 0.12

Total frames for scene 171: 4.08

Scene	Panel
171	2

cont

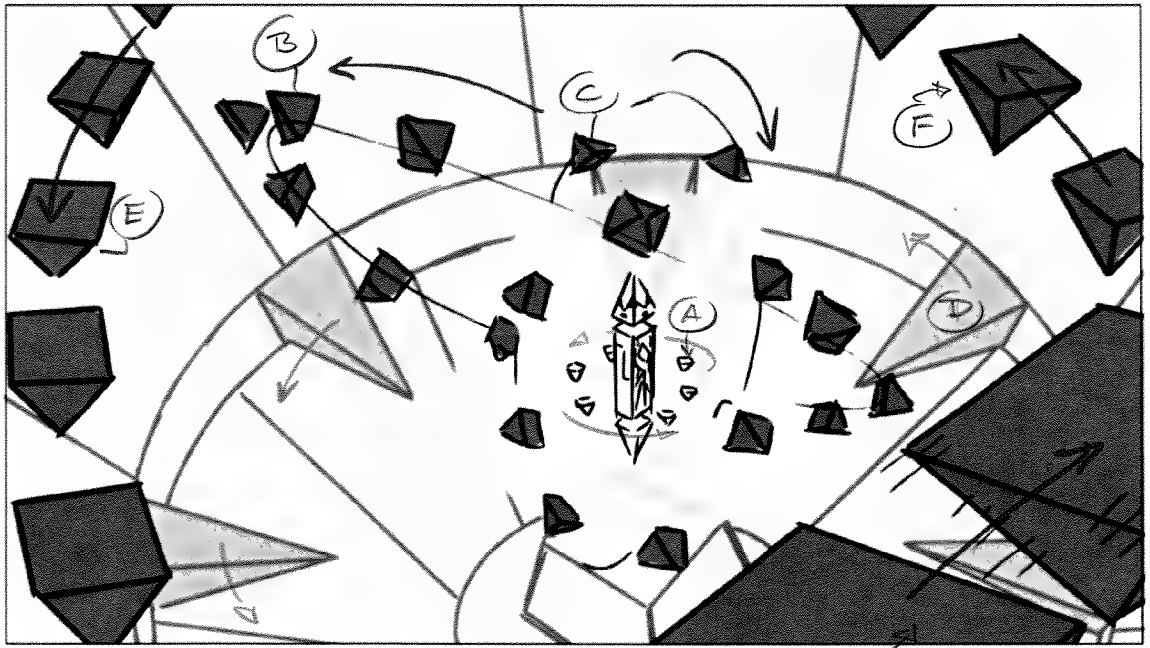


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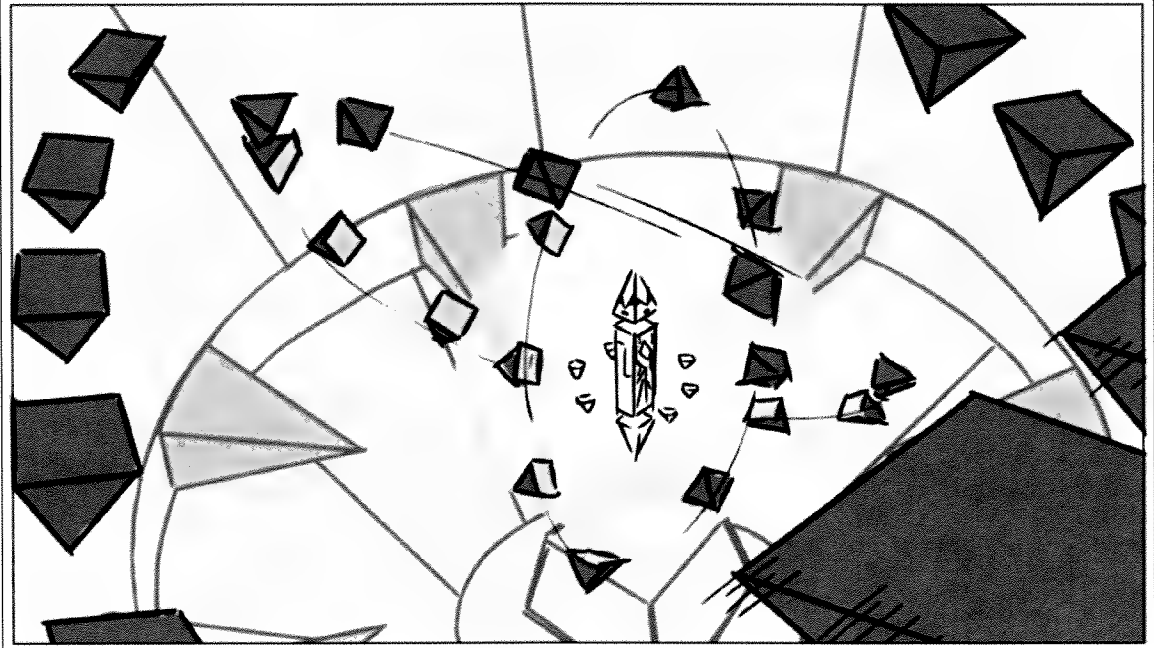
1020.007

Scene 172 Panel 1



Slugging  
Panels 1 to 3 x 3 = 0.12  
Total frames: 2.04

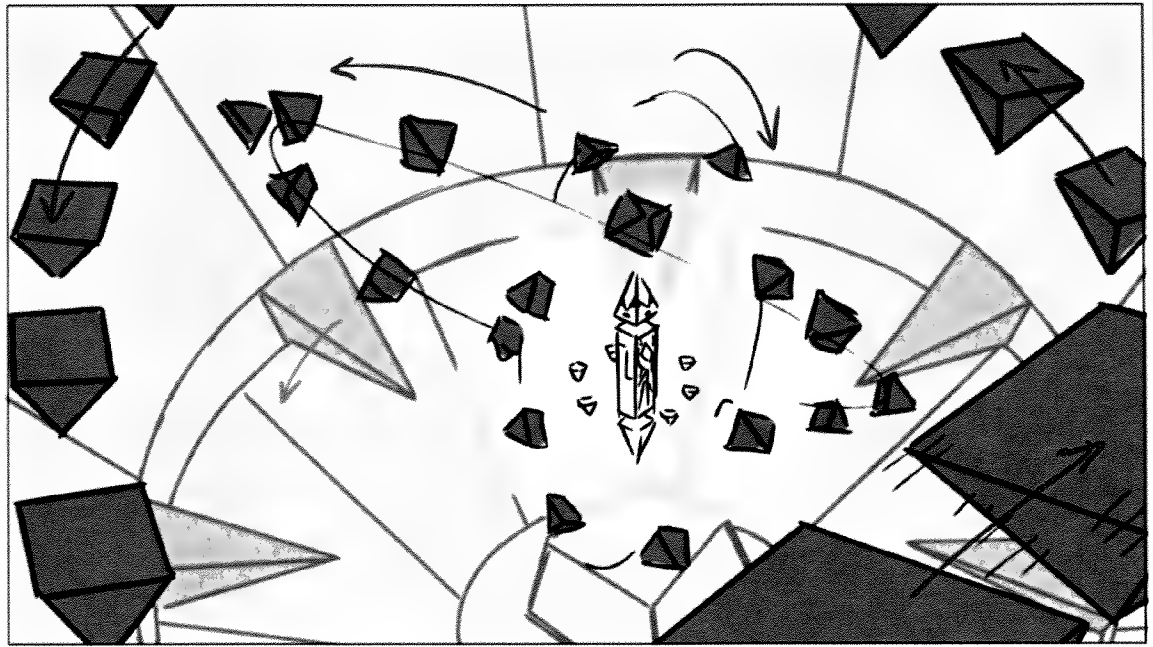
Scene 172 cont Panel 2



Slugging  
0.06

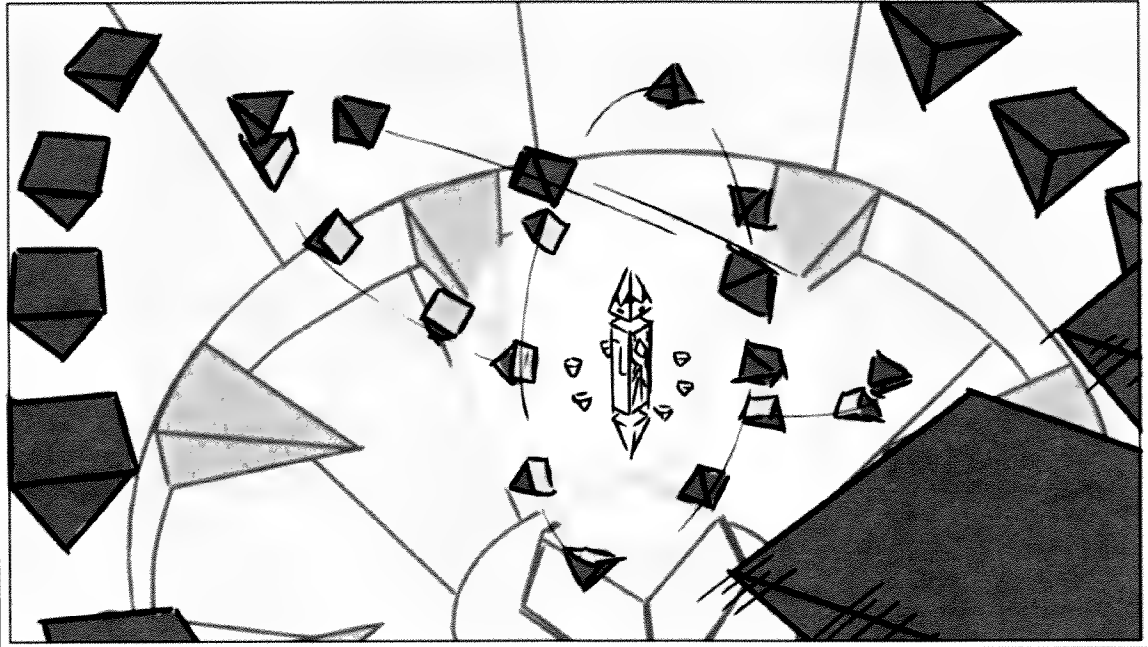
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Scene 172 Panel 3



Slugging  
0.06

Scene 172 Panel 4



Slugging  
0.06

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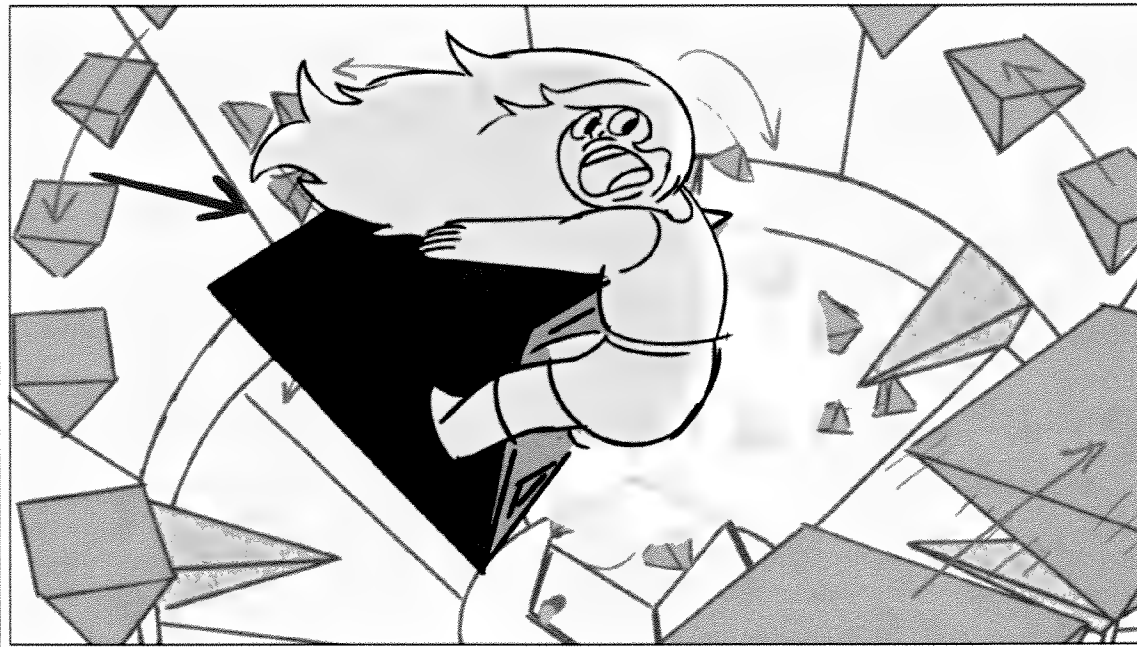
1020.007

1020.007

1020.007

Scene	Panel
172	cont

5



## Action Notes

AMETHYST comes in from the left

Slugging

0.06

Scene	Panel
172	cont

6



## Action Notes

AMETHYST exits right

Slugging

0.06

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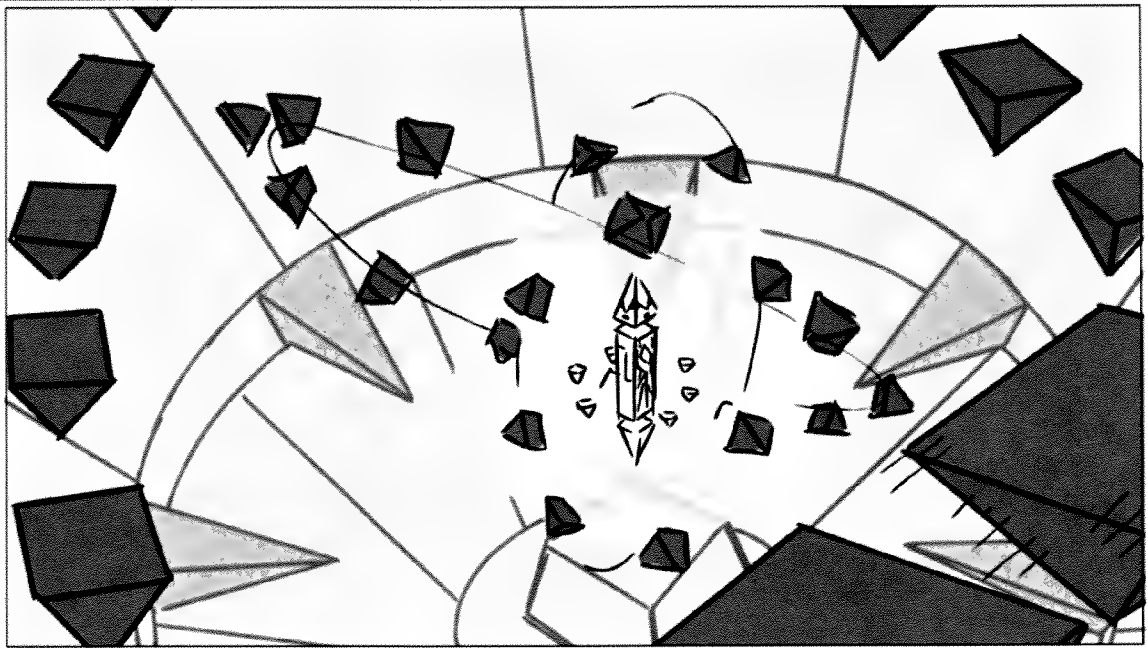
1020.007

1020.007

1020.007

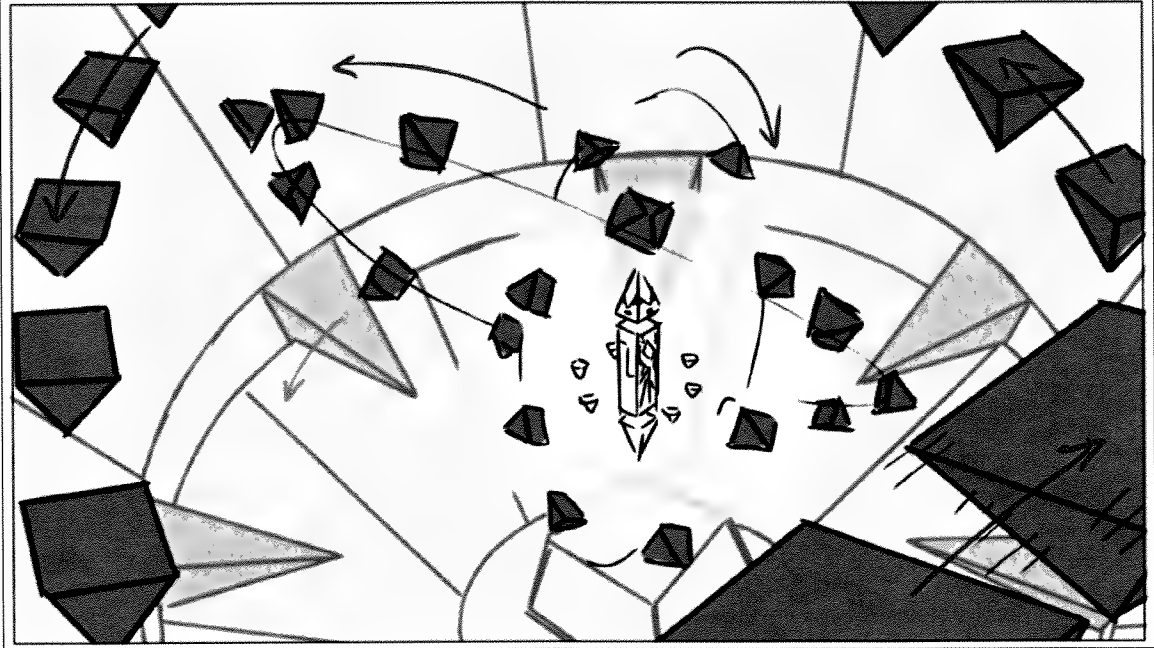


Scene 172 Panel 7  
*cont*



Slugging  
Panels 7 + 8 = 1.05

Scene 172 Panel 8  
*cont*



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Scene	Panel
173	1



Action Notes  
Background pans screen left to right.

Slugging  
0.08

Scene	Panel
173	2



Slugging  
0.10

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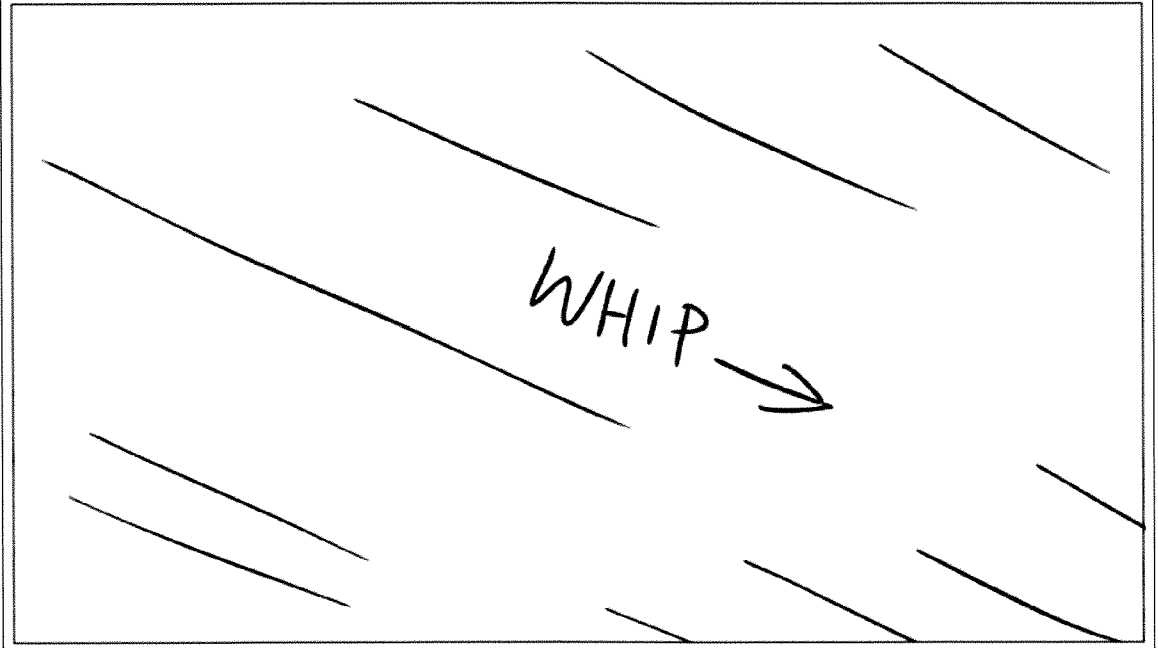
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Scene	Panel
173	3



Slugging  
0.14

Scene	Panel
174	1



Slugging  
0.06

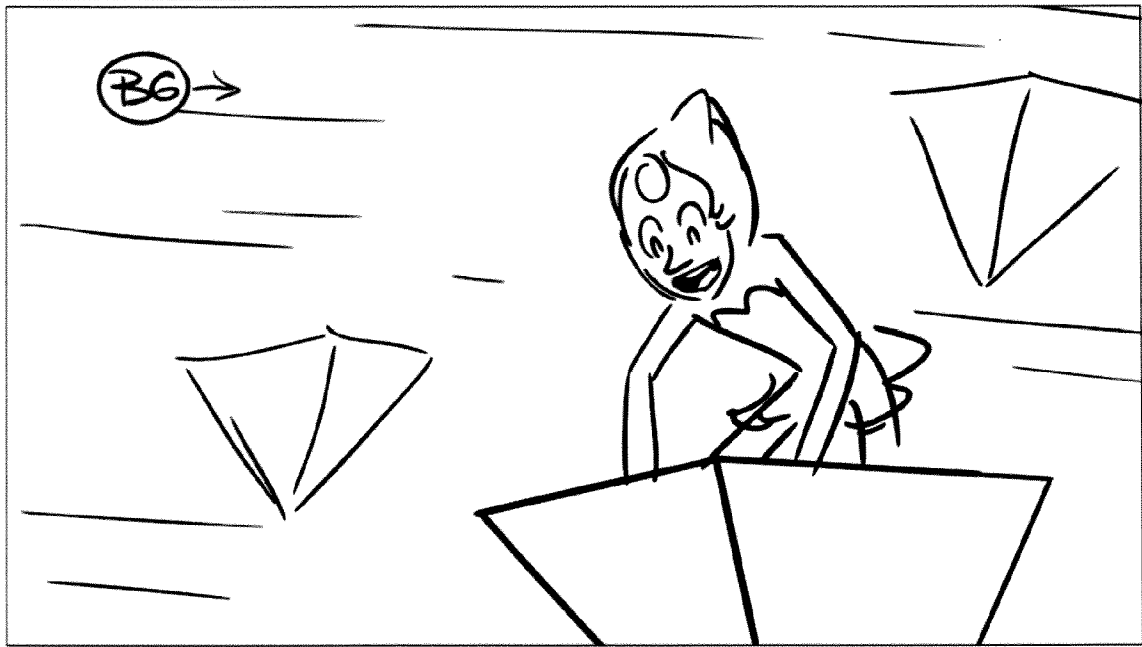
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Scene 175 Panel 1



Dialog  
PEARL: UNBELIEVABLE...

Action Notes  
Background pans screen left to right.

Slugging  
0.14

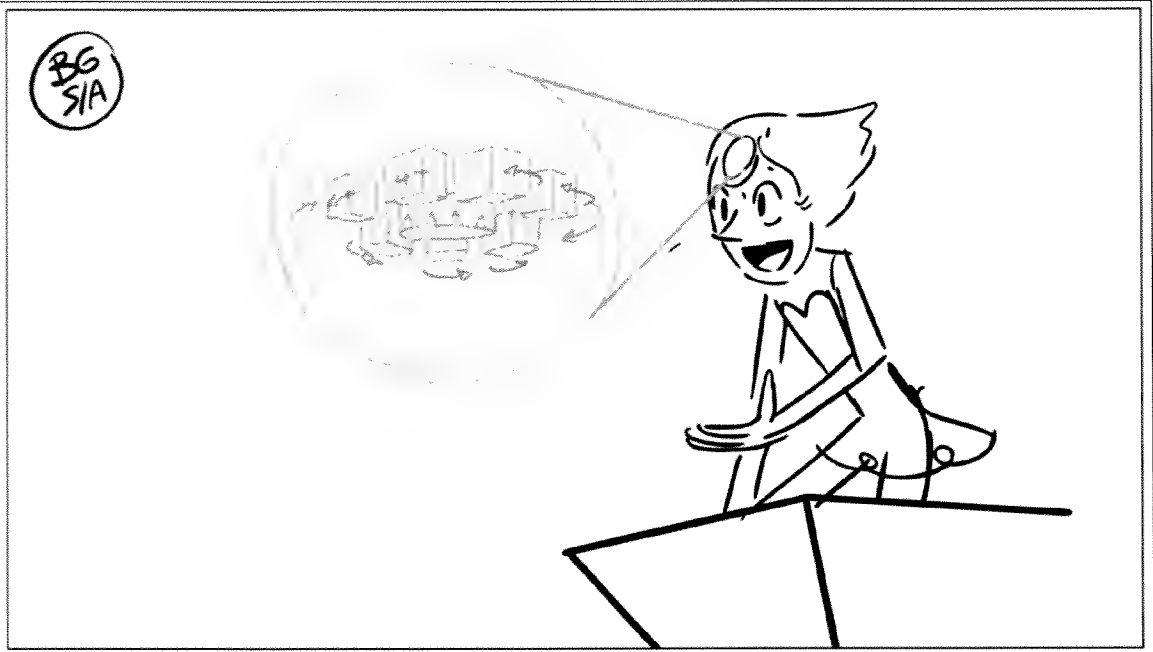
Scene 175 Panel 2



Slugging  
0.04

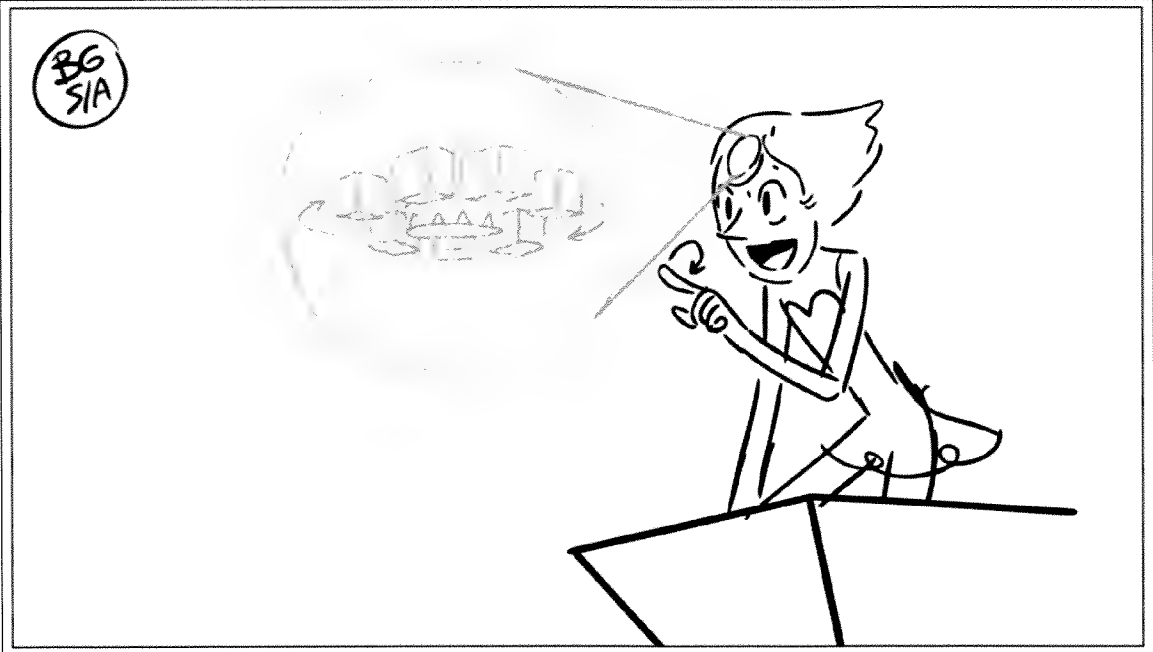
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Scene 175 Panel 3  
CONT



Slugging  
0.13

Scene 175 Panel 4  
CONT



Dialog  
PEARL: THIS GEM POWERED MECHANISM.

Slugging  
Panels 4 + 5 x 6.5 = 0.08  
Total frames: 3.06

Notes  
PEARL moves her fingertip in a circle. JUN 10 2013

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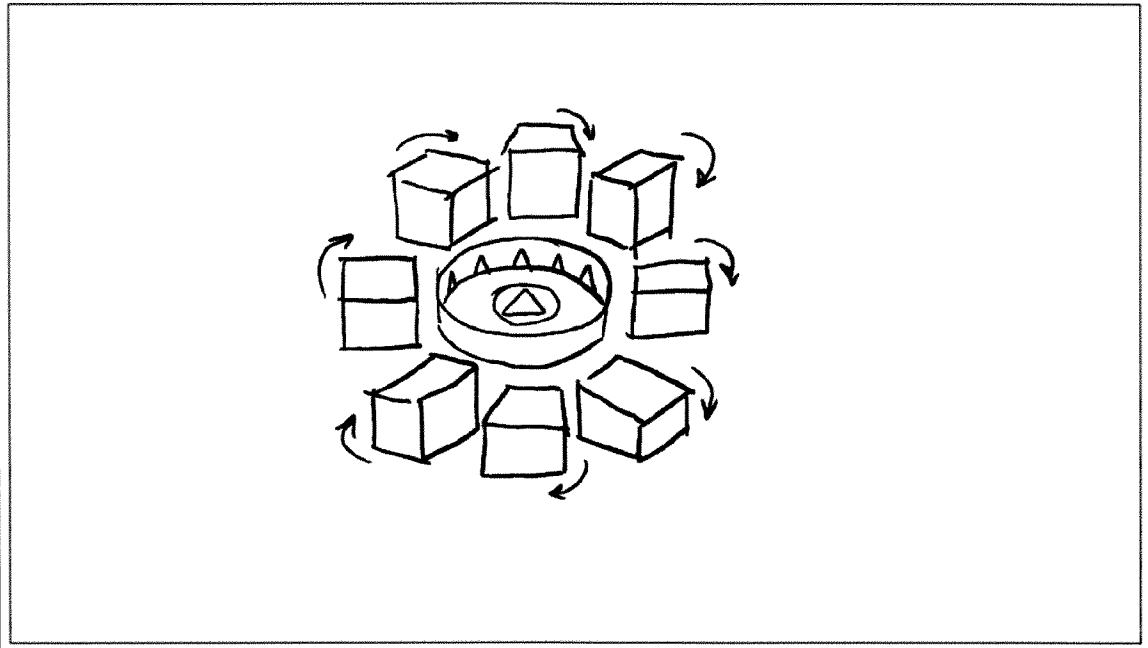
1020.007

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Scene 175 Panel 5



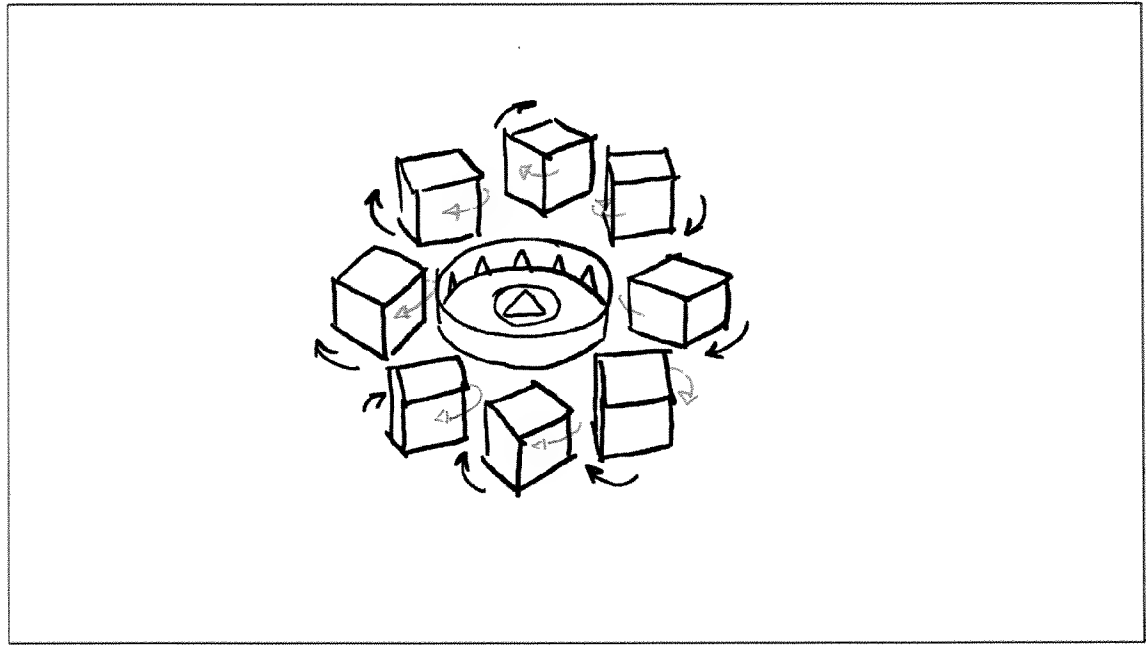
Scene 176 Panel 1



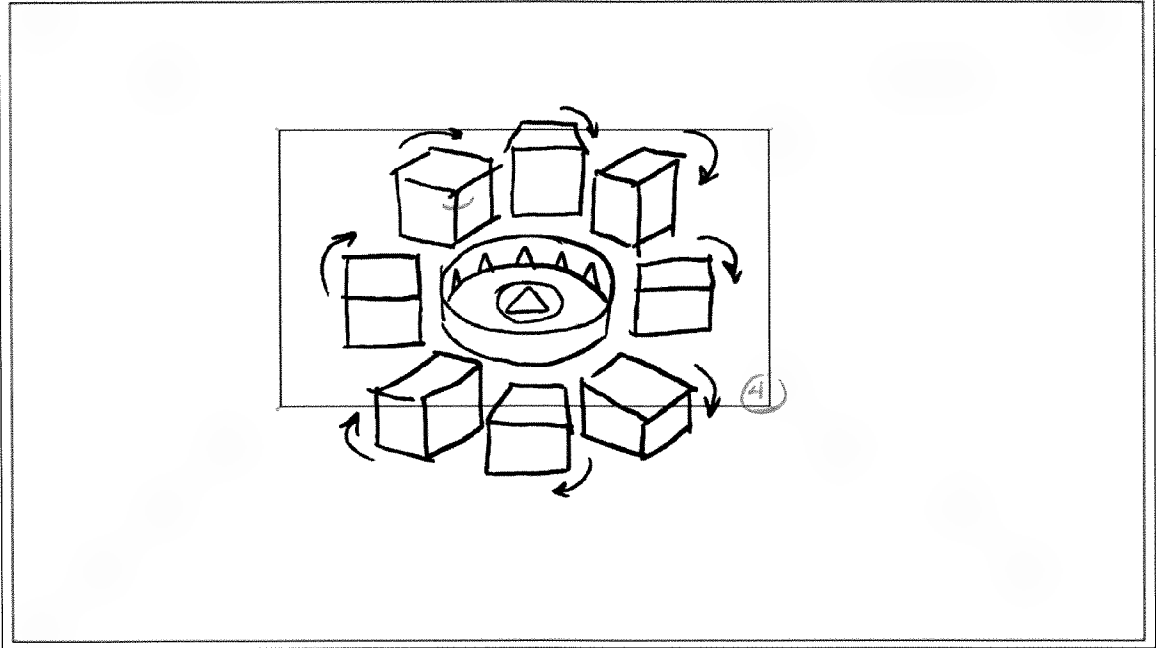
Dialog  
PEARL: IT'S MANIPULATING THE ROOMS ABOVE US.

Slugging  
Panels 6 + 7 x 3 = 0.10  
Total frames: 1.14  
JUN 10 2013

Scene 176 CONT Panel 2



Scene 176 CONT Panel 3



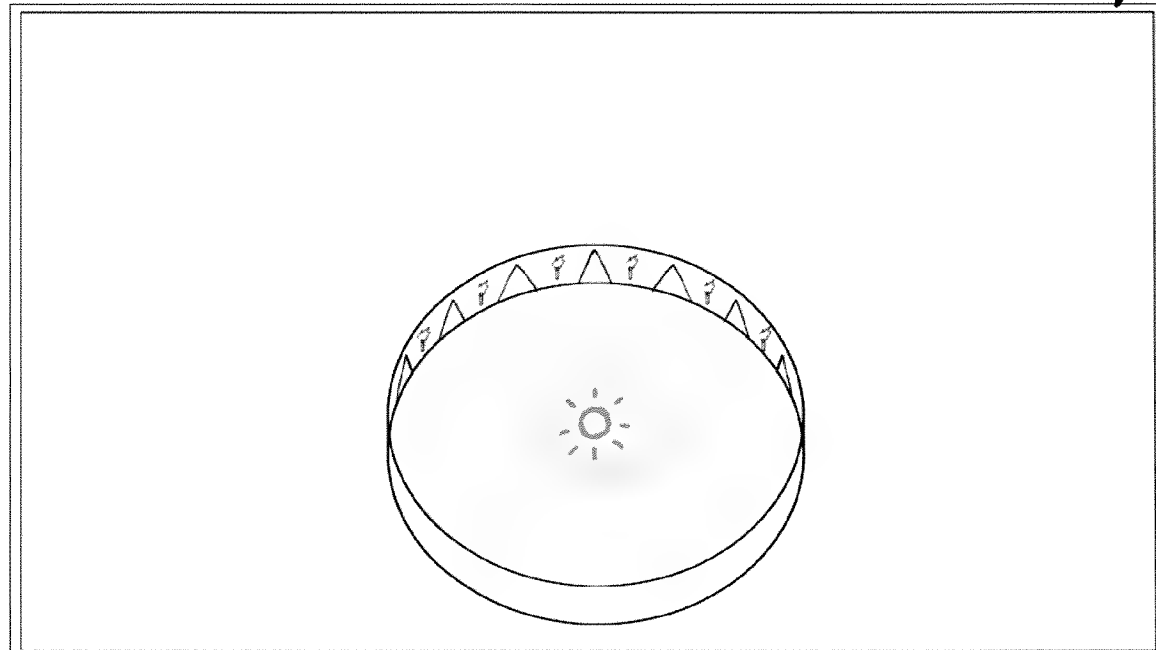
Slugging  
ADJ: 0.13

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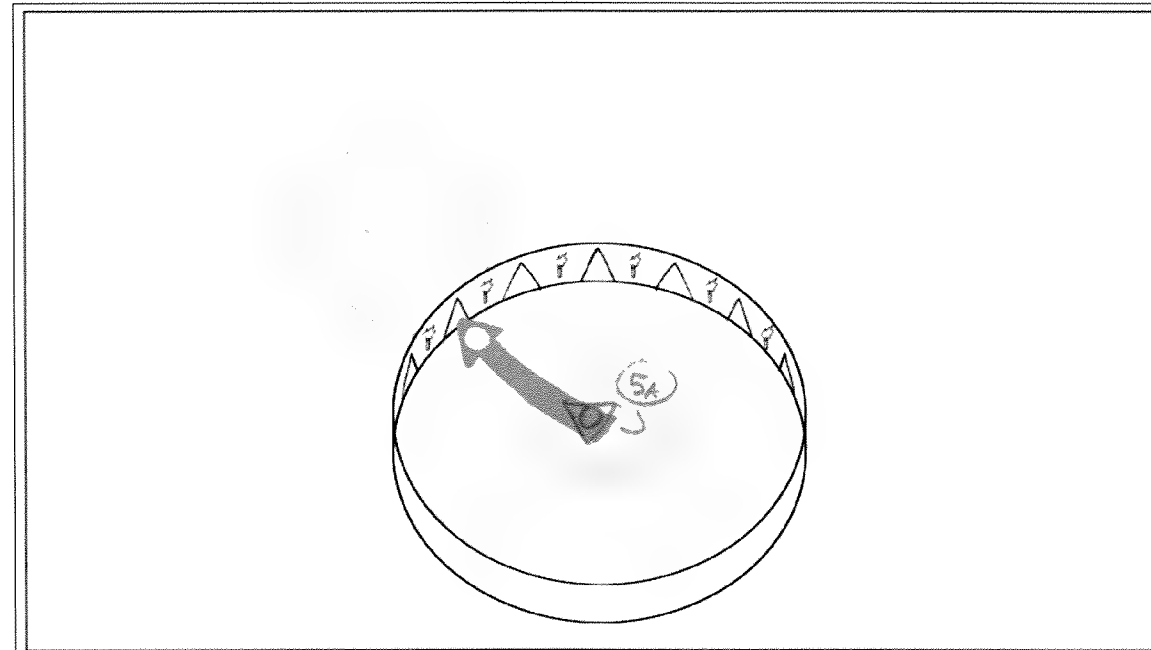
Scene 176 Panel **cont** **4**



Dialog  
PEARL: EVERY ROOM...

Slugging  
0.10

Scene 176 Panel **cont** **5**



Dialog  
PEARL: ..WE...

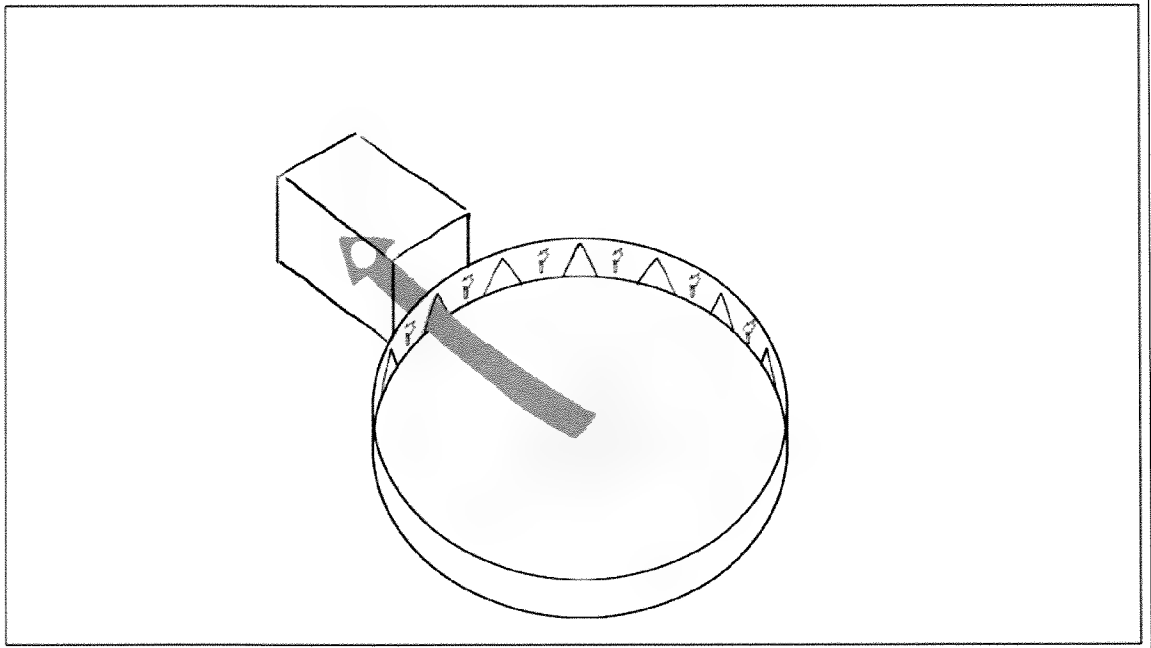
Slugging  
0.10  
  
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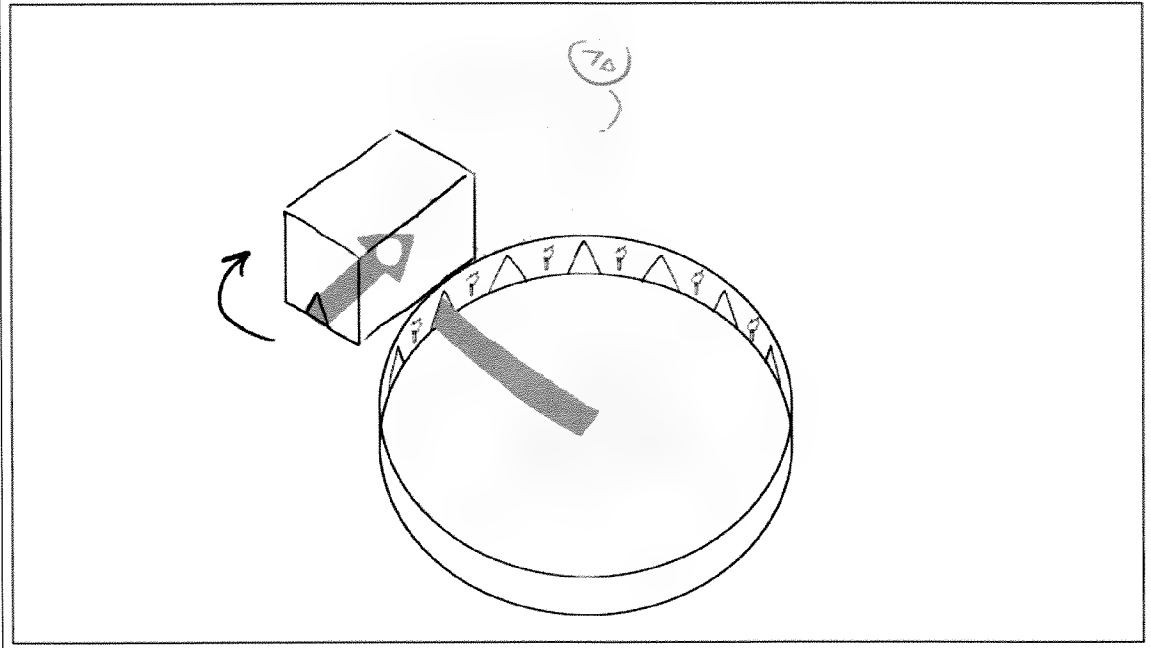
Scene 176 Panel 6  
CONT



Dialog  
PEARL: ...ENTERED....

Slugging  
0.12

Scene 176 Panel 7  
CONT

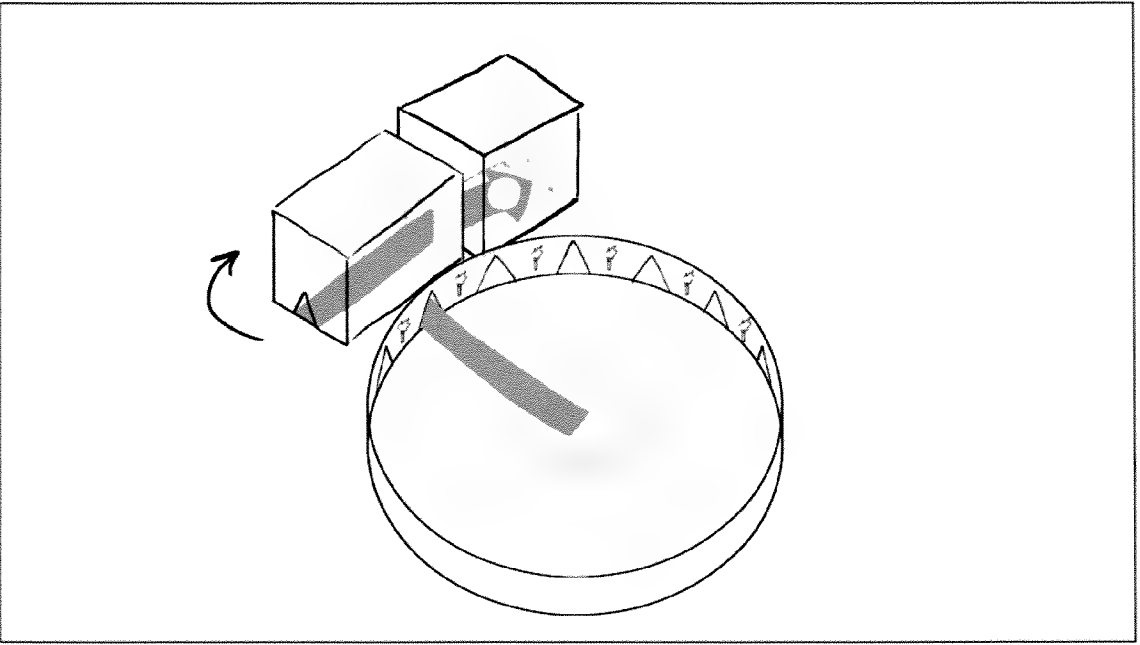


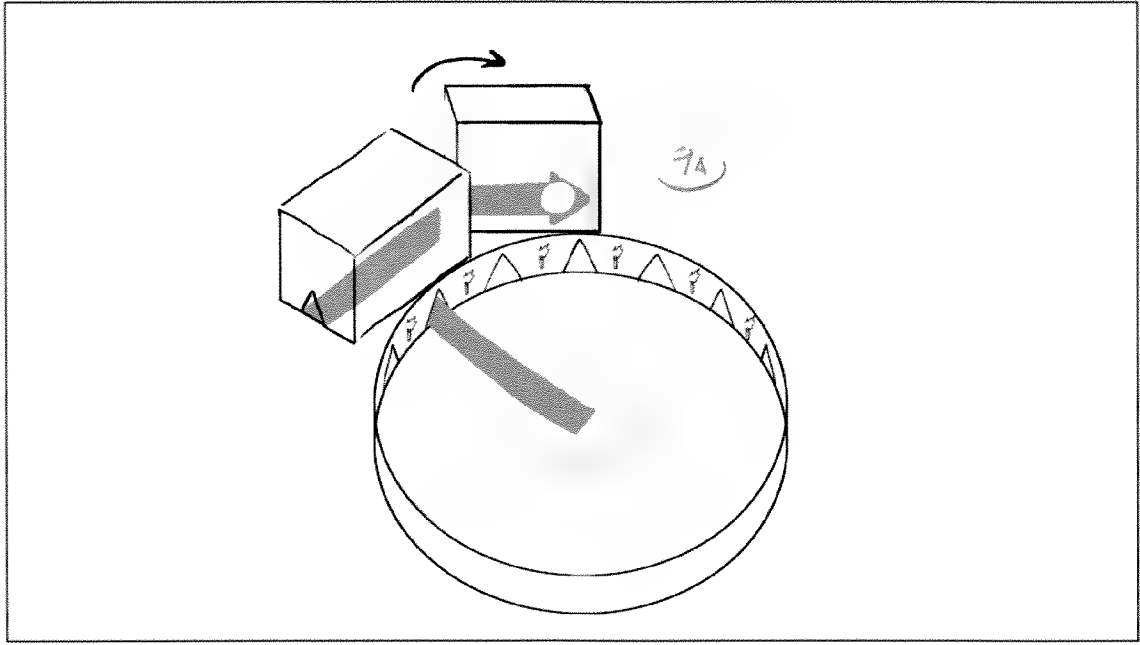
Dialog  
PEARL: ...SPUN US...

Slugging  
0.10  
JUN 10 2003

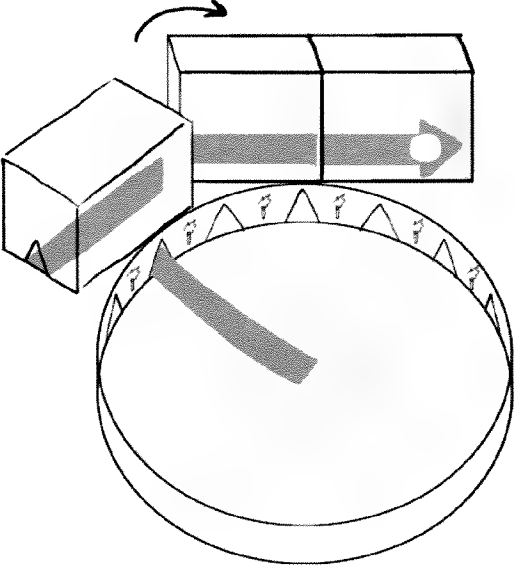
1020-007

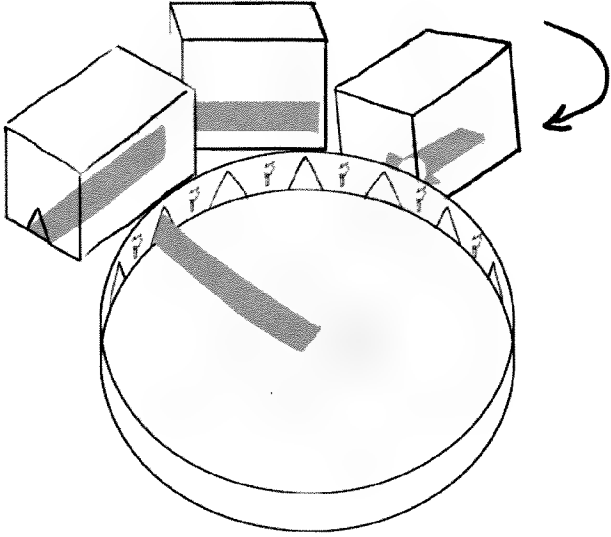
1020-007

Scene	Panel
176	CONT 8
	
<p>Dialog</p> <p>PEARL: ...UNTIL WE...</p>	
<p>Slugging</p> <p>0.09</p>	

Scene	Panel
176	CONT 9
	
<p>Dialog</p> <p>PEARL: ...CAME BACK...</p>	
<p>Slugging</p> <p>0.11</p> <p>JUN 10 2013</p>	

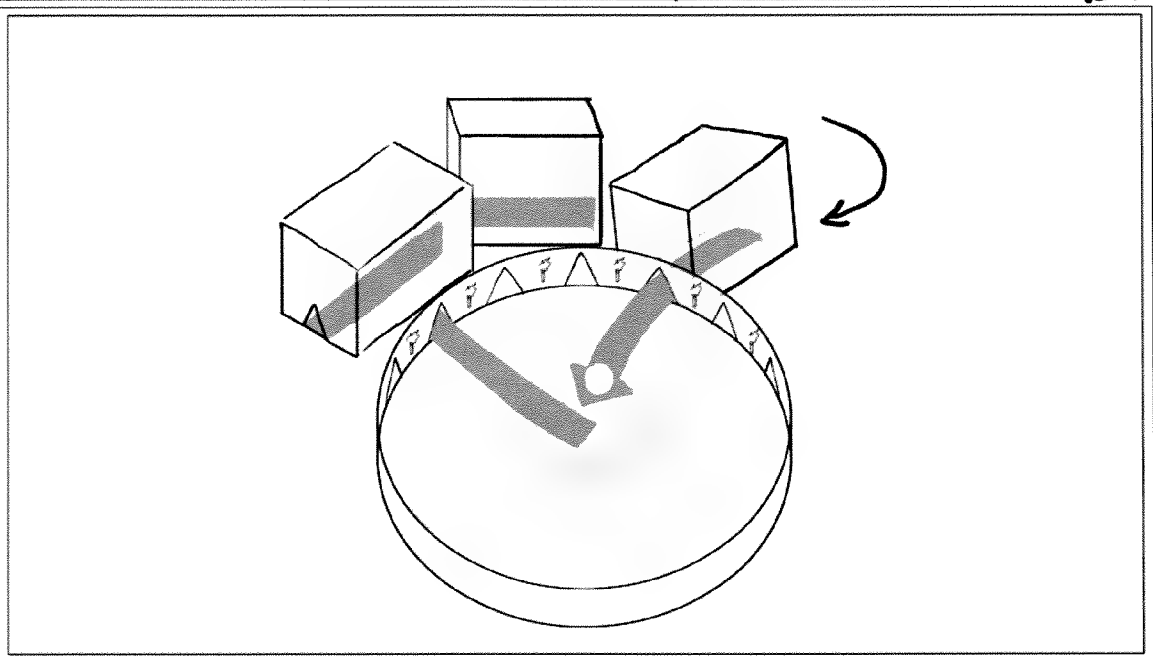
1020.007

Scene	Panel
176	<i>CONT</i>
	
Dialog PEARL: ...TO THE...	
Slugging 0.14	

Serious Steven	
Page <i>393</i>	
Scene	Panel
176	<i>CONT</i>
	
Dialog PEARL: ...CENTRAL...	
Slugging 0.13	
JUN 10 2013	

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Scene 176 Panel 12



Dialog  
PEARL: ...CHAMBER.

Slugging  
1.08

Scene 176A Panel 1



Dialog  
PEARL: IT'S JUST LIKE...

Action Notes  
Pearl spins finger in a clockwise circle, pointing towards projection.

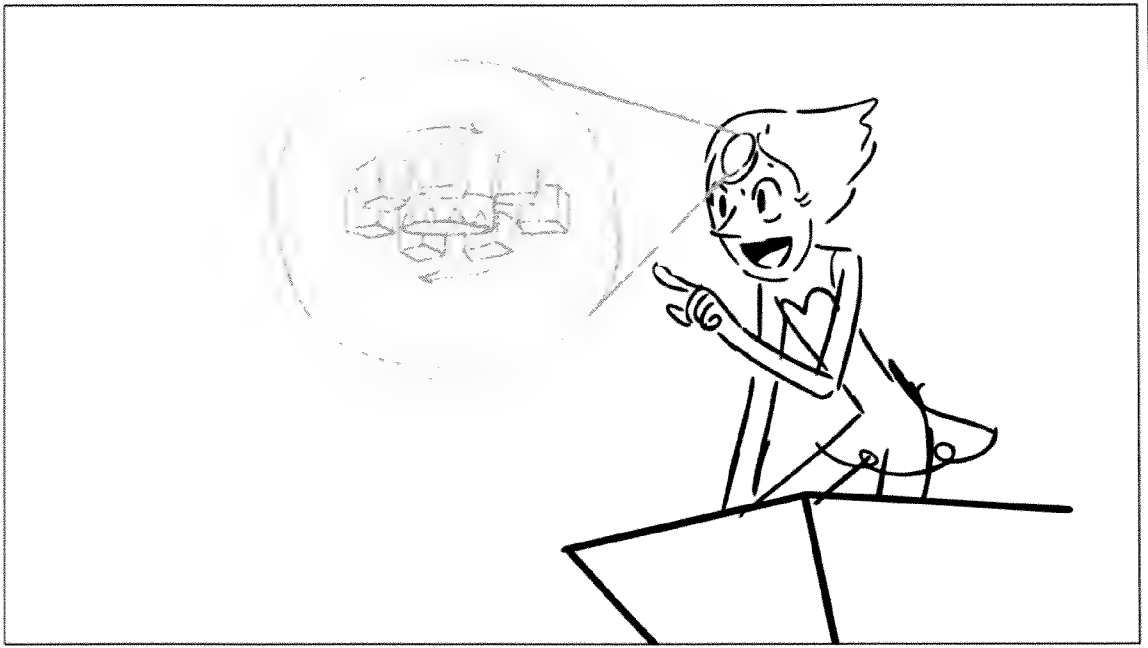
Slugging  
Panels 10 + 11 x 3 = 0.08  
Total frames: 1.08

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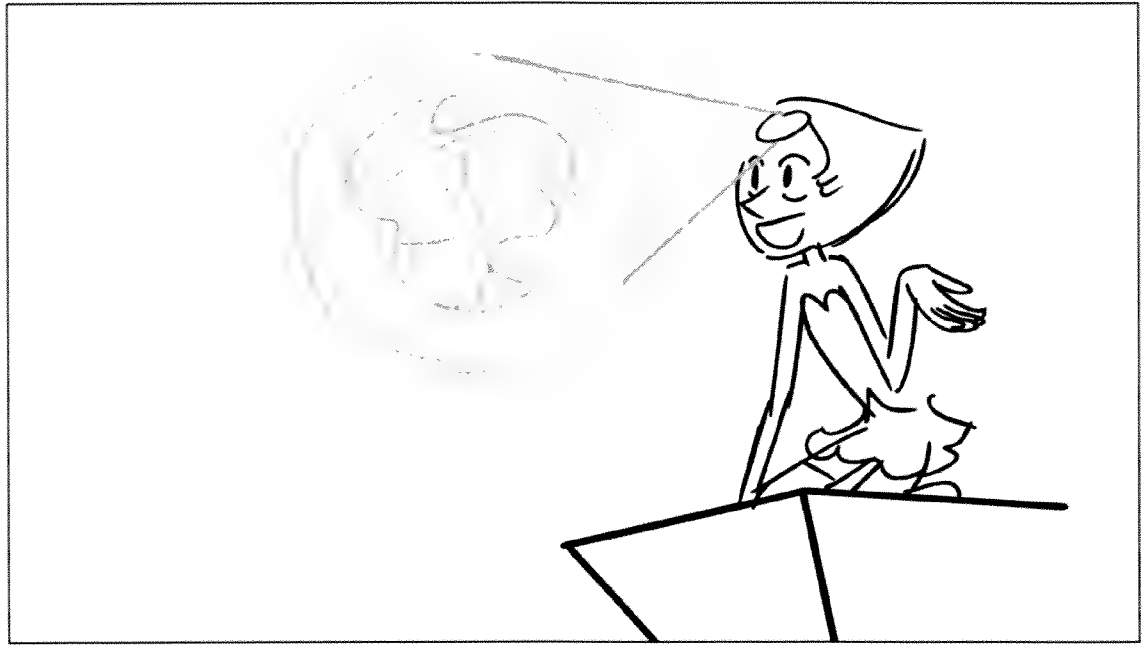
1020-007

Scene 176A cont Panel 2



Action Notes  
Pearl spins finger in a clockwise circle, pointing towards projection.

Scene 176A cont Panel 3



Dialog  
PEARL: ...THE...

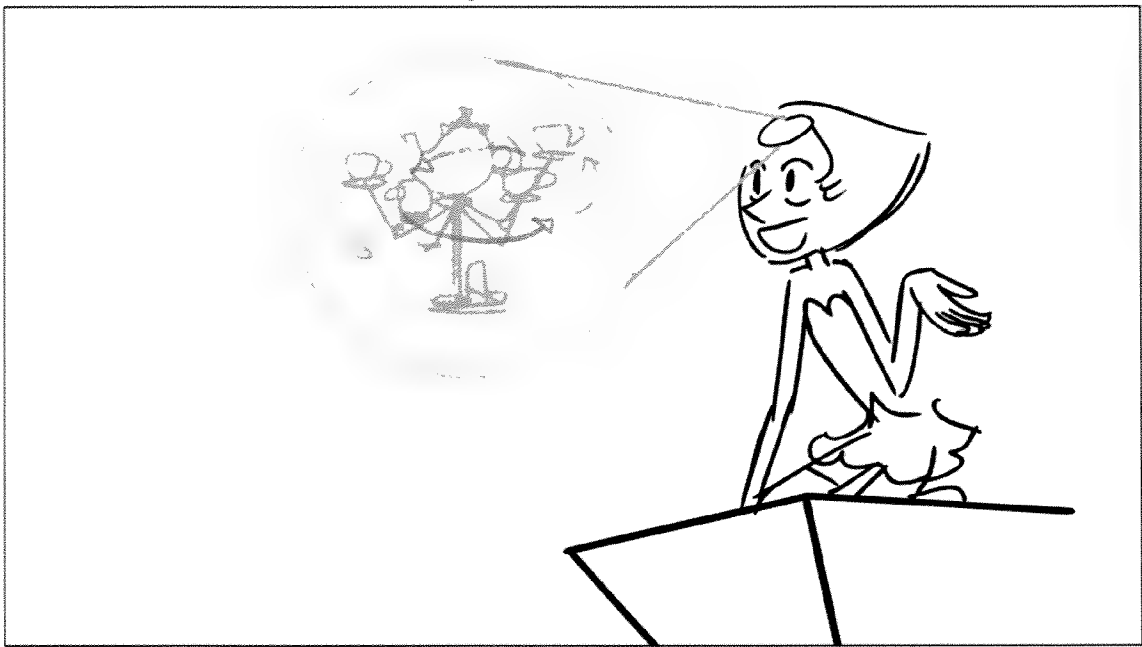
Slugging  
0.10

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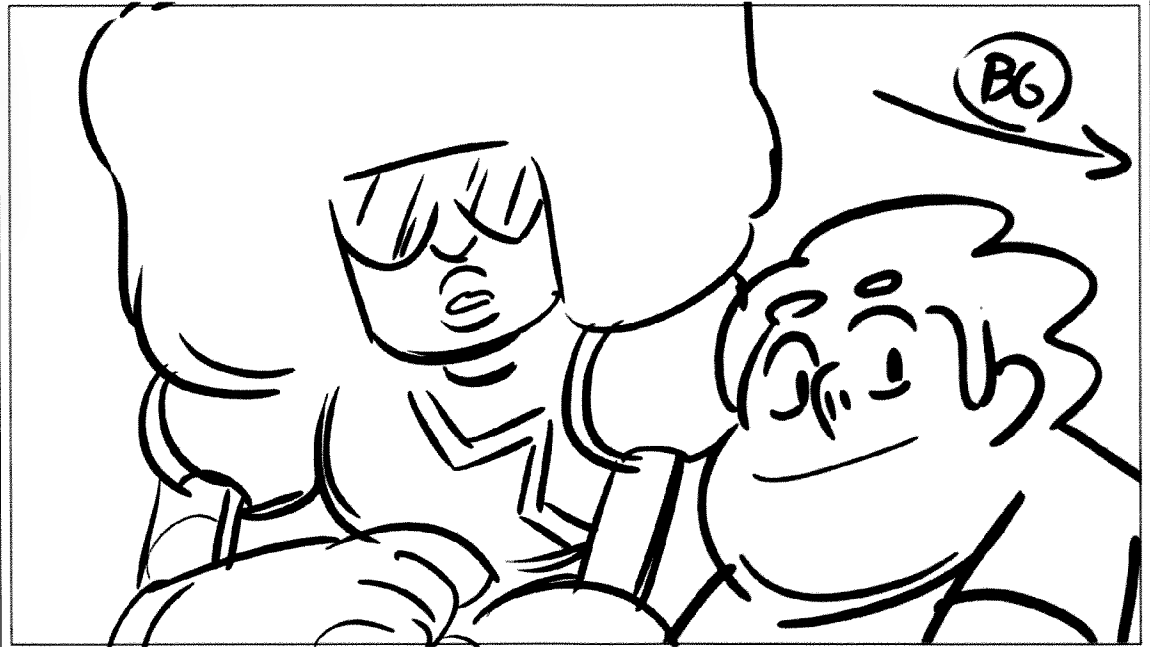
Scene 176A cont Panel 4



Dialog  
PEARL: ...TEACUP RIDE AT FUNLAND!

Slugging  
2.11

Scene 177 Panel 1



Action Notes  
Background pans screen left to right.

Slugging  
Panels 1 + 2 = 3.10  
JUN 10 2013

Scene	Panel
177	2

CONT



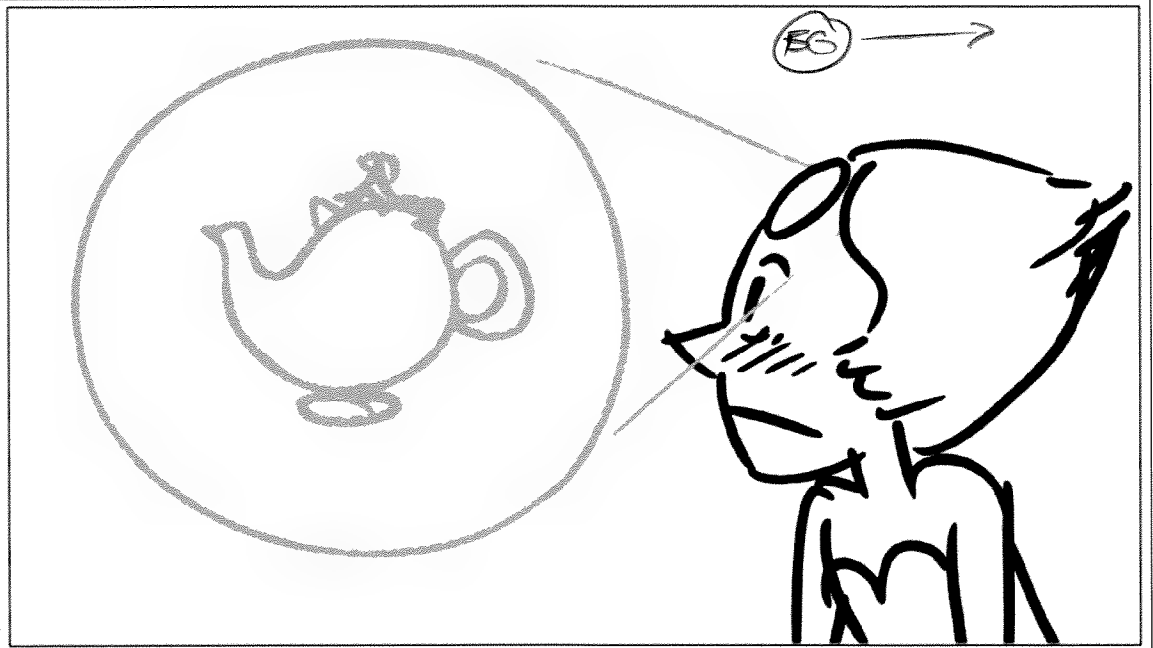
Dialog

GARNET: STEVEN ALREADY FIGURED THAT OUT!

Action Notes

Background pans screen left to right.

Scene	Panel
178	1



Action Notes

Background pans screen left to right.

Slugging

0.11

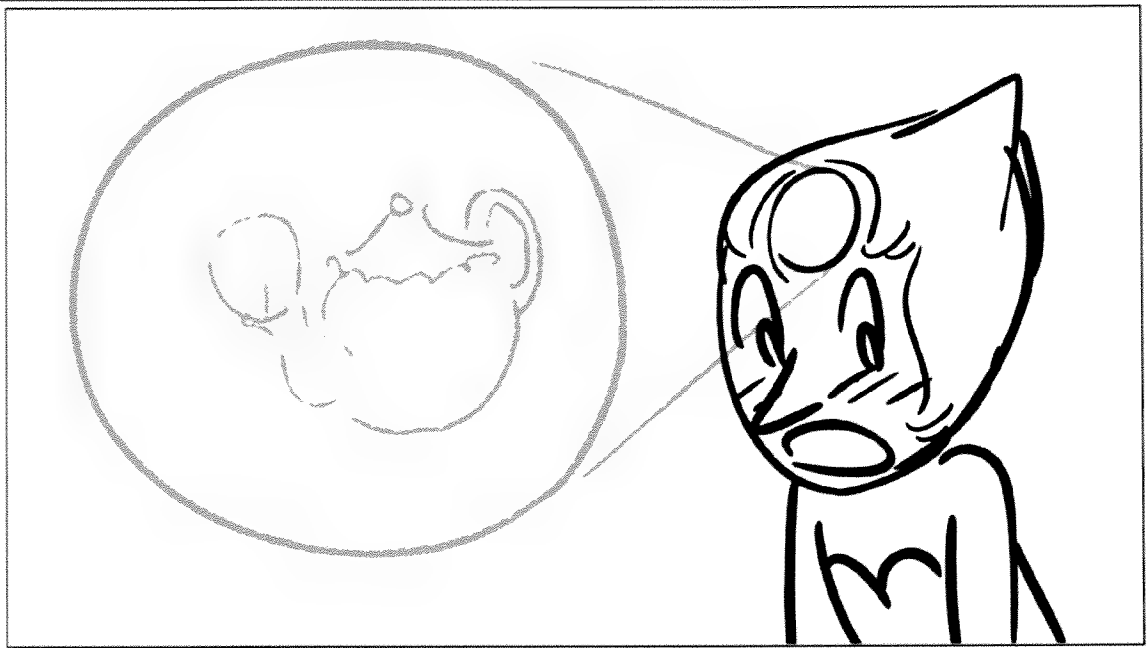
JUN 10 2013

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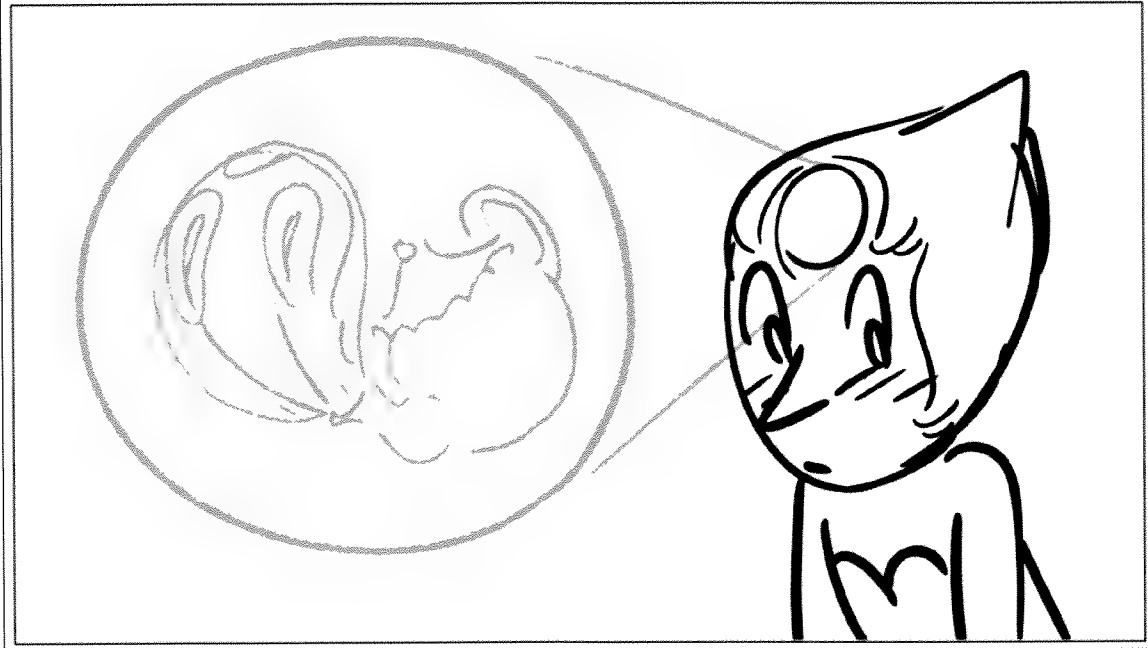
Scene 178 Panel 2  
*cont*



Dialog  
PEARL: OH...

Slugging  
0.10

Scene 178 Panel 3  
*cont*



Slugging  
0.10

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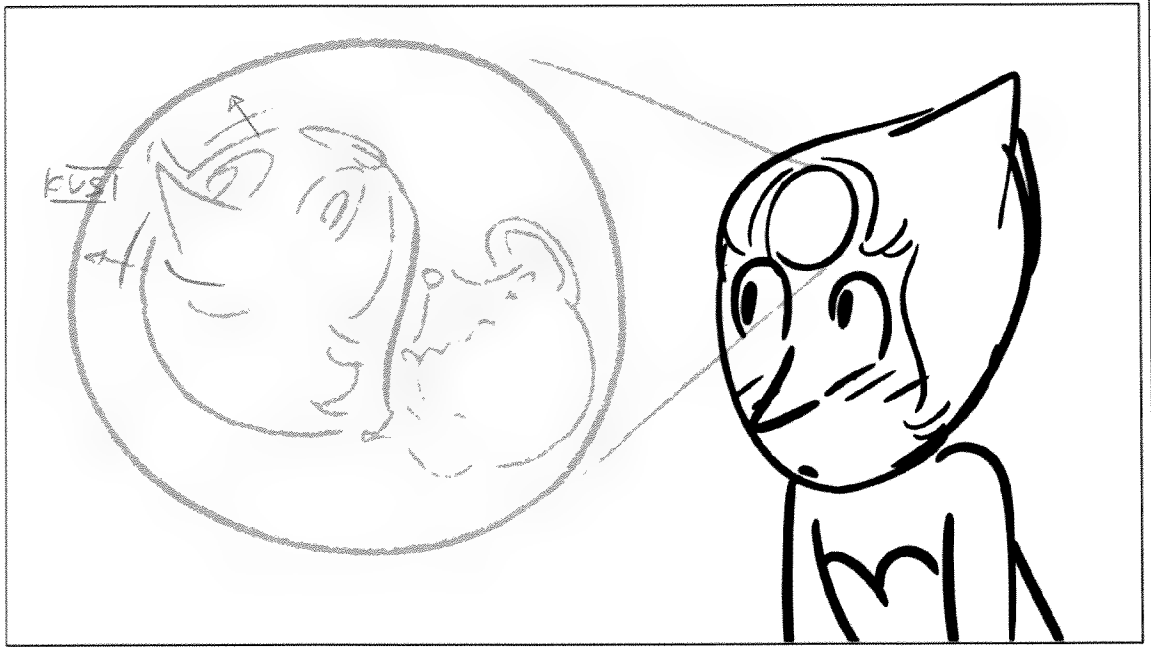
1020.007

1020.007

1020.007



Scene 178 Panel 4  
*cont*



Slugging  
1.05

Scene 178 Panel 5  
*cont*



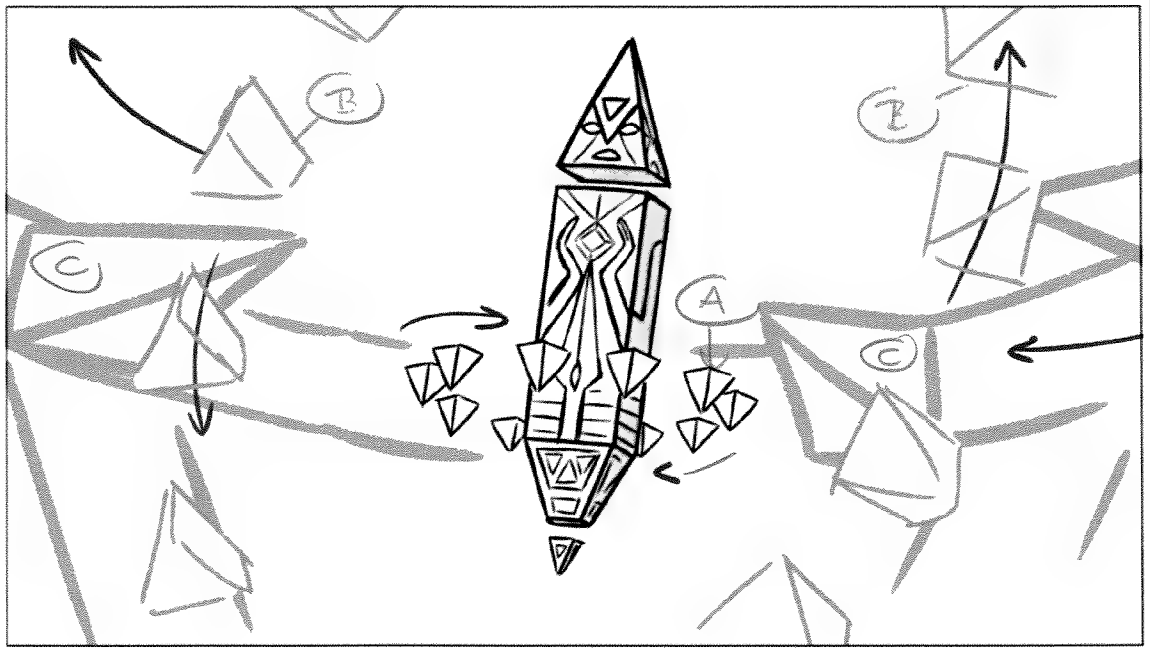
Slugging  
1.06

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1020.007

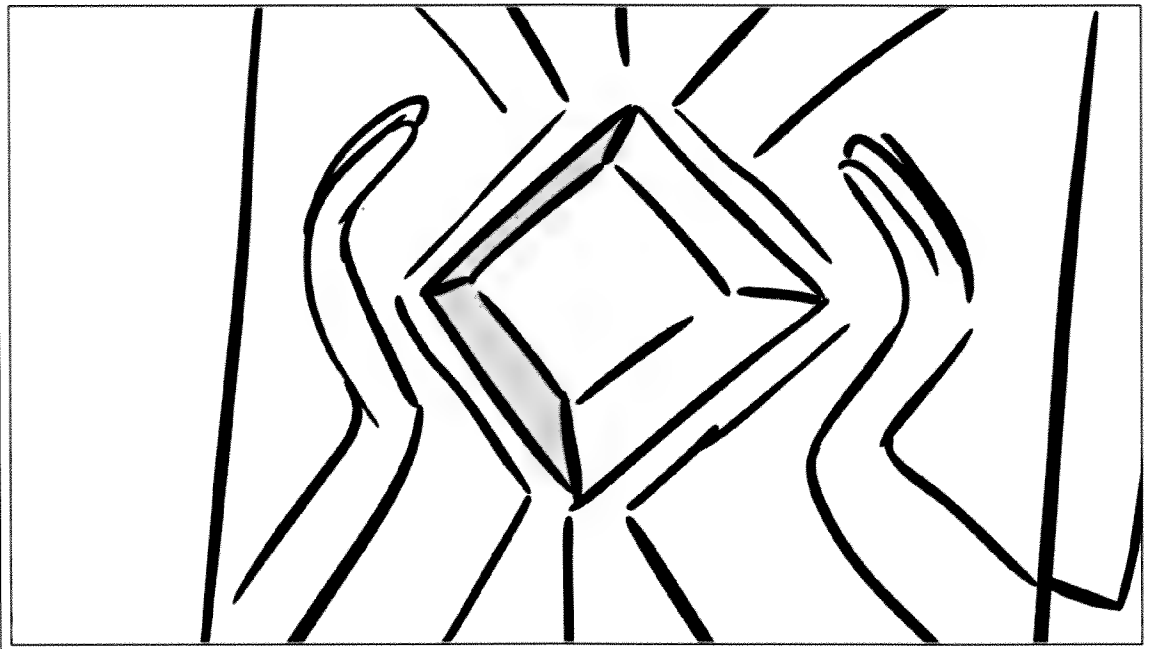
1020.007

Scene	Panel
179	1



Slugging  
1.09

Scene	Panel
180	1



Slugging  
0.08

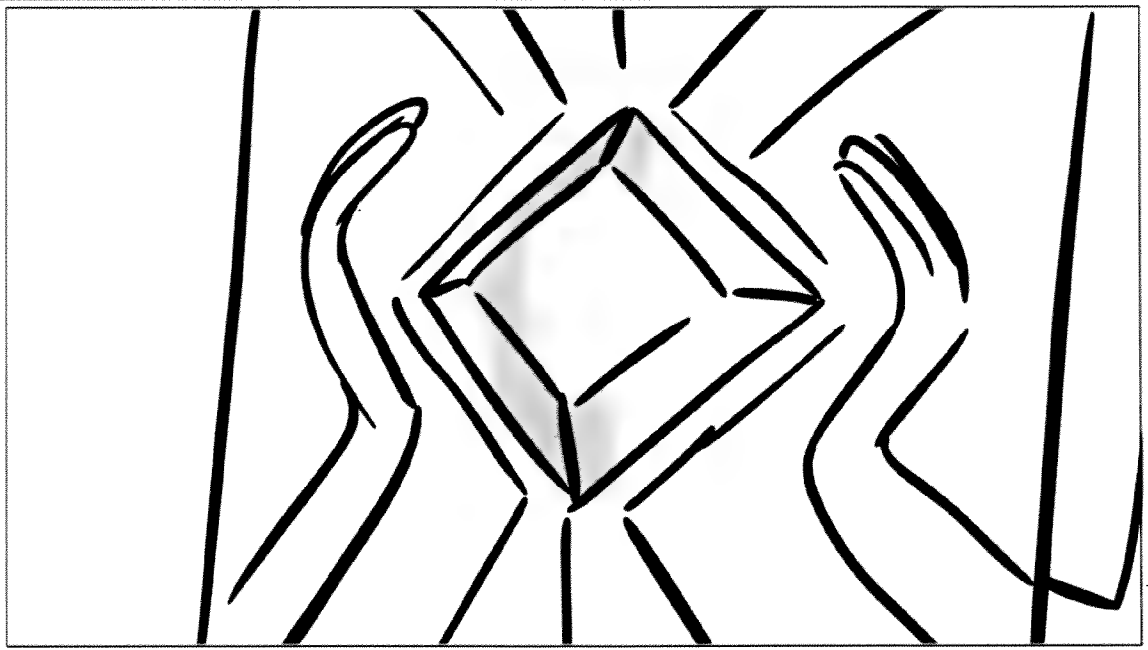
JUN 1 0 2013

1020.007

1020.007

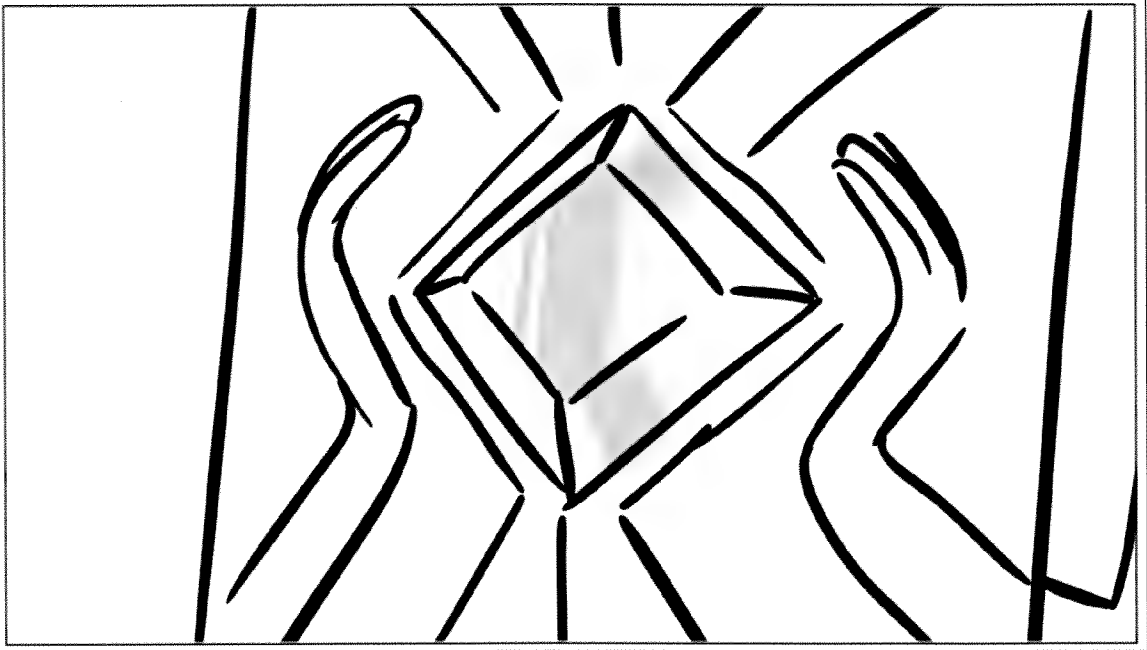
1020.007

Scene	Panel
180	<b>cont</b>
	2



Slugging  
0.02

Scene	Panel
180	<b>cont</b>
	3



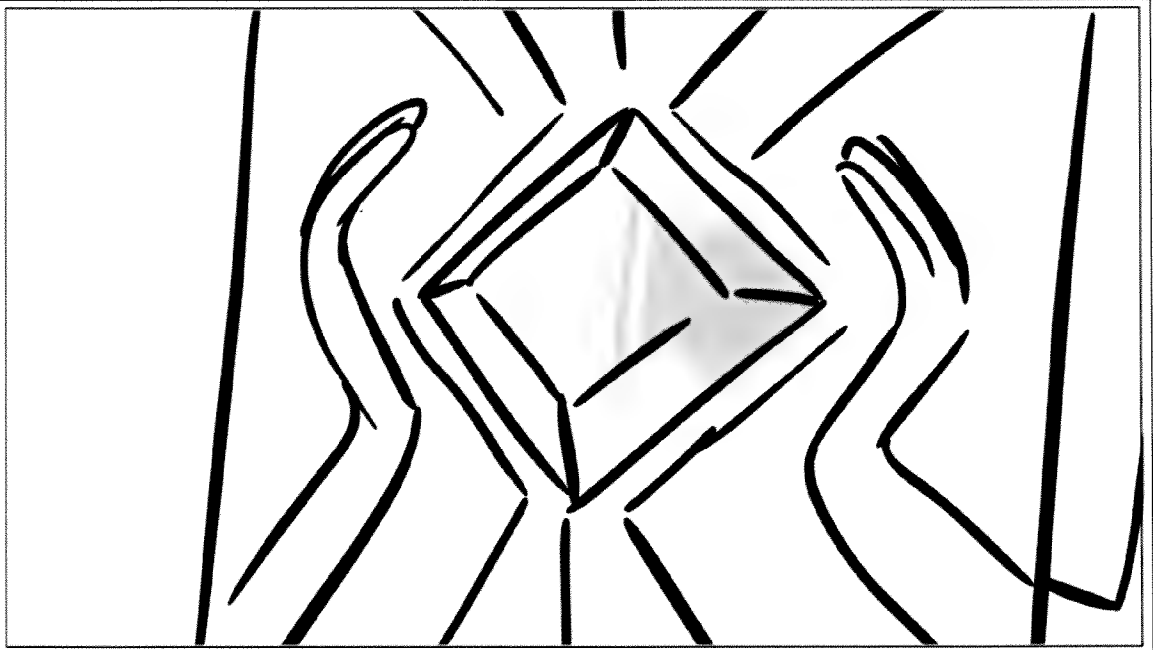
Slugging  
0.02

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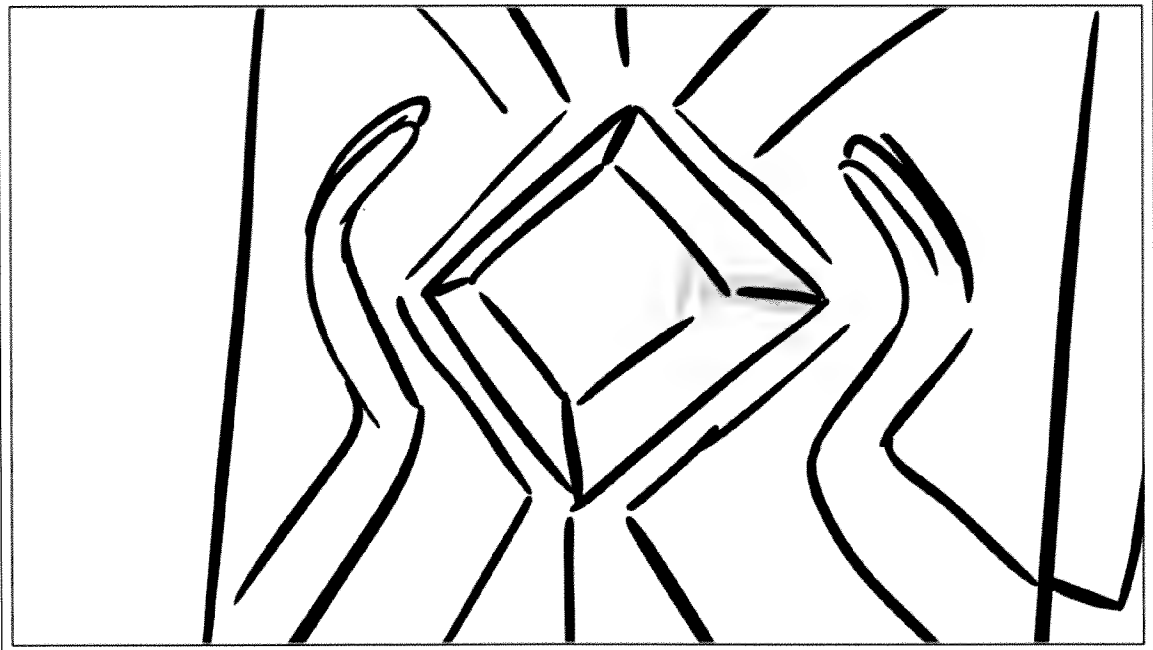
1020-007

Scene	Panel
180	cont
	4



Slugging  
0.02

Scene	Panel
180	cont
	5



Slugging  
1.01

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Scene	Panel
181	1

Dialog

STEVEN: <GASP>

Action Notes

Background pans screen left to right.

Slugging

0.14

Scene	Panel
181	2

Dialog

STEVEN: GARNET! I NEED TO GET OFF THE RIDE NOW!

Slugging

ADJ: 0.04

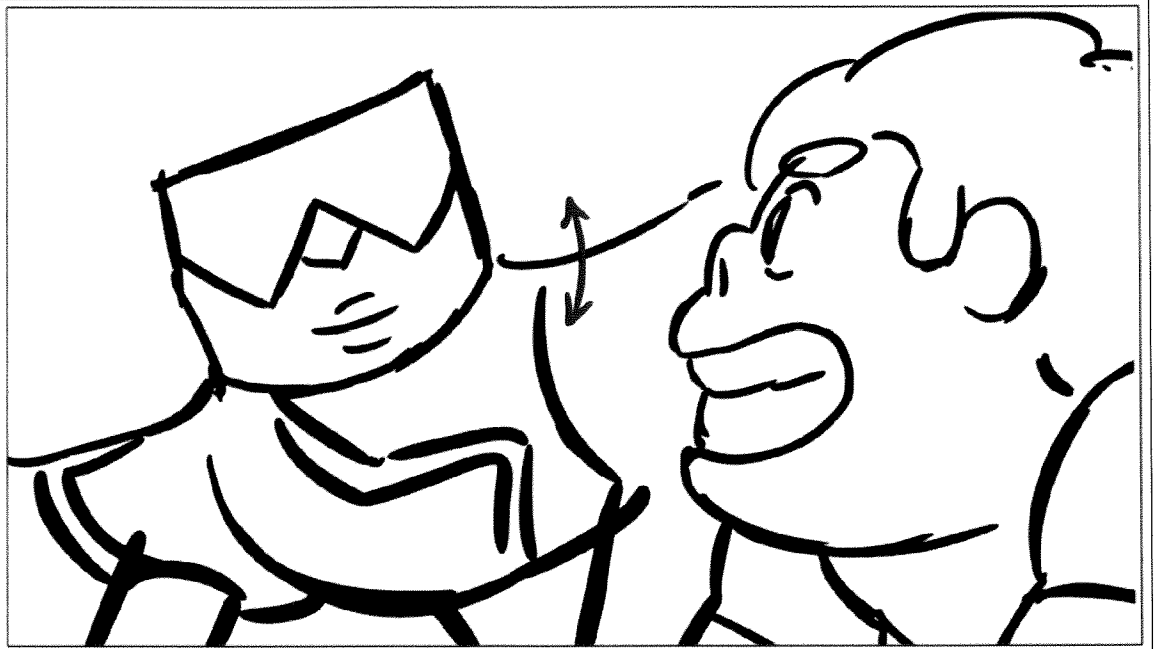
Then HOLD: 3.11

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1020.007

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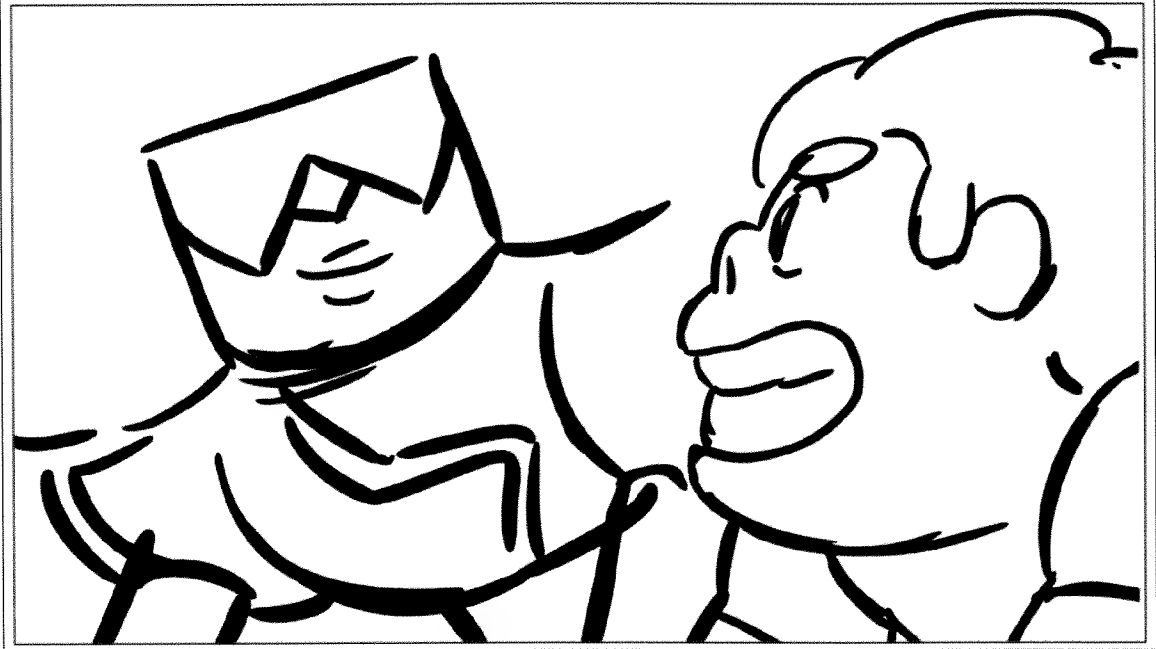
Scene 181 Panel 3  
*cont*



Action Notes  
Garnet nods.

Slugging  
0.06

Scene 181 Panel 4  
*cont*



Slugging  
0.09

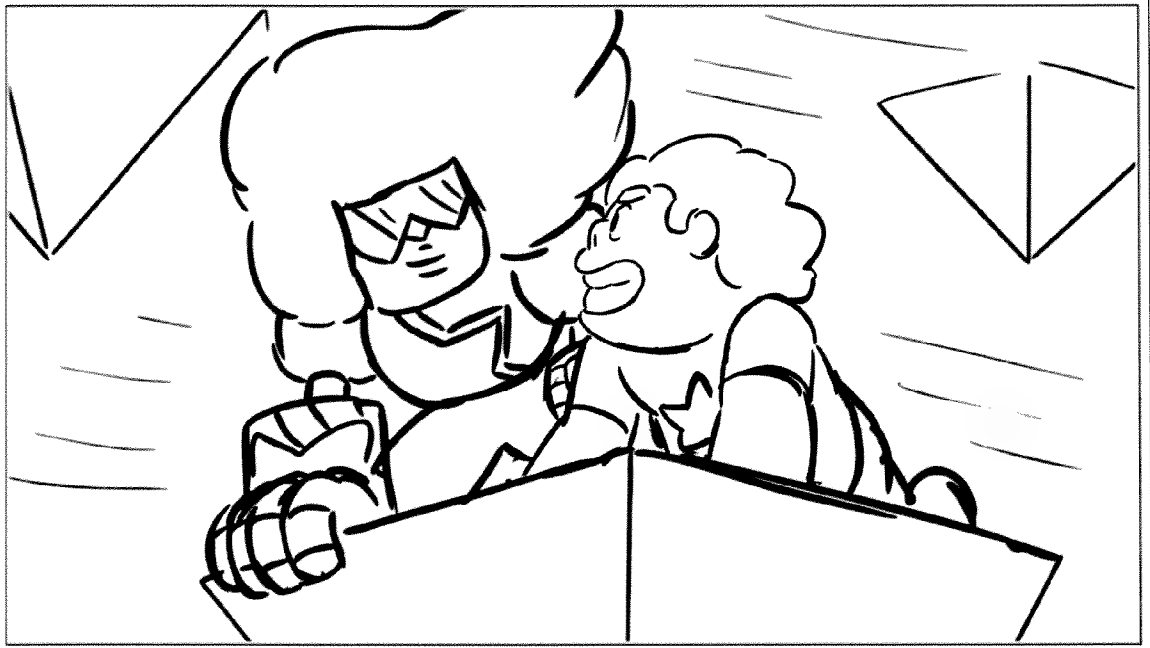
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1020-007

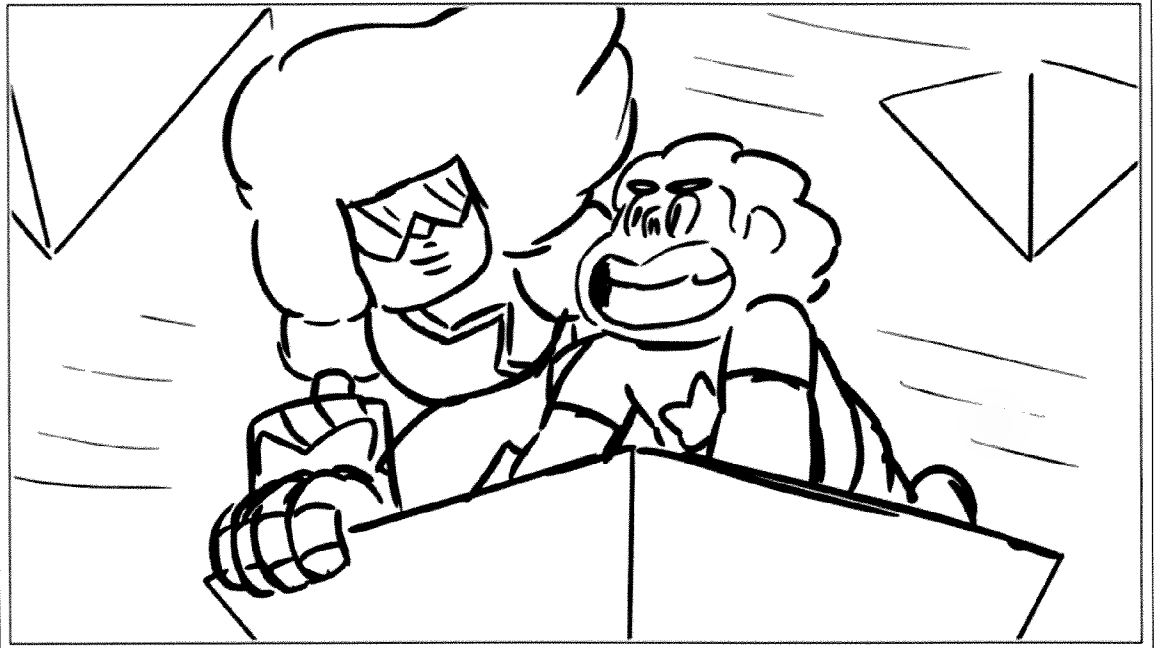
1020-007

Scene	Panel
182	1



Slugging  
Panels 1 + 2 = 0.07

Scene	Panel
182	<i>cont</i> 2



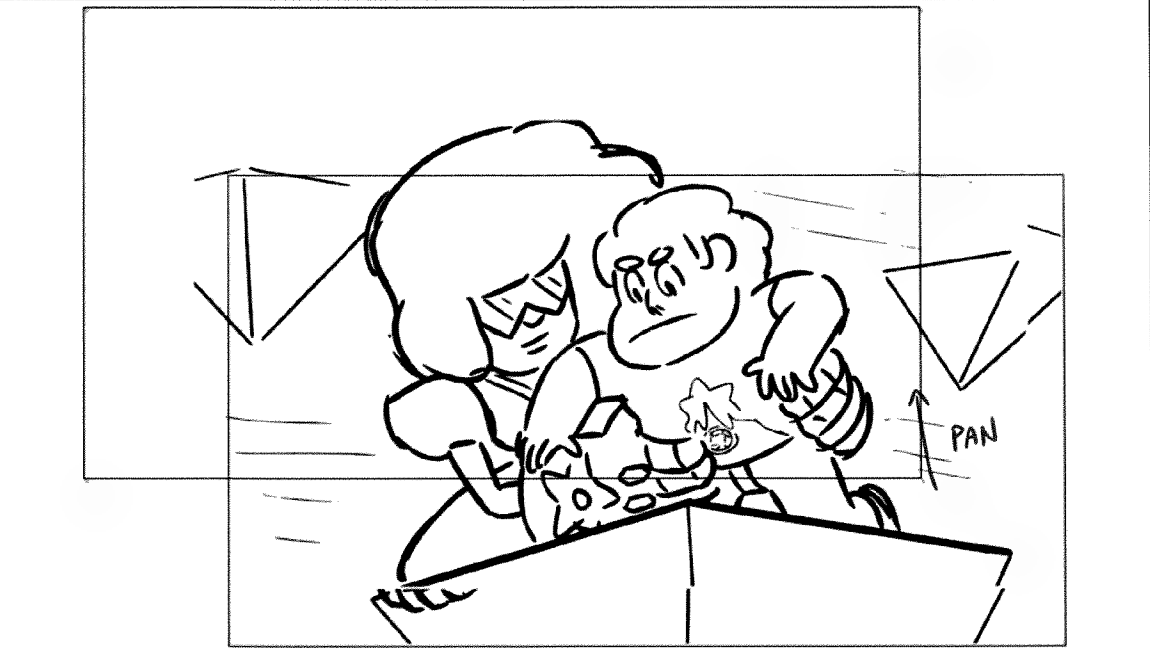
JUN 10 2013

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1020.007

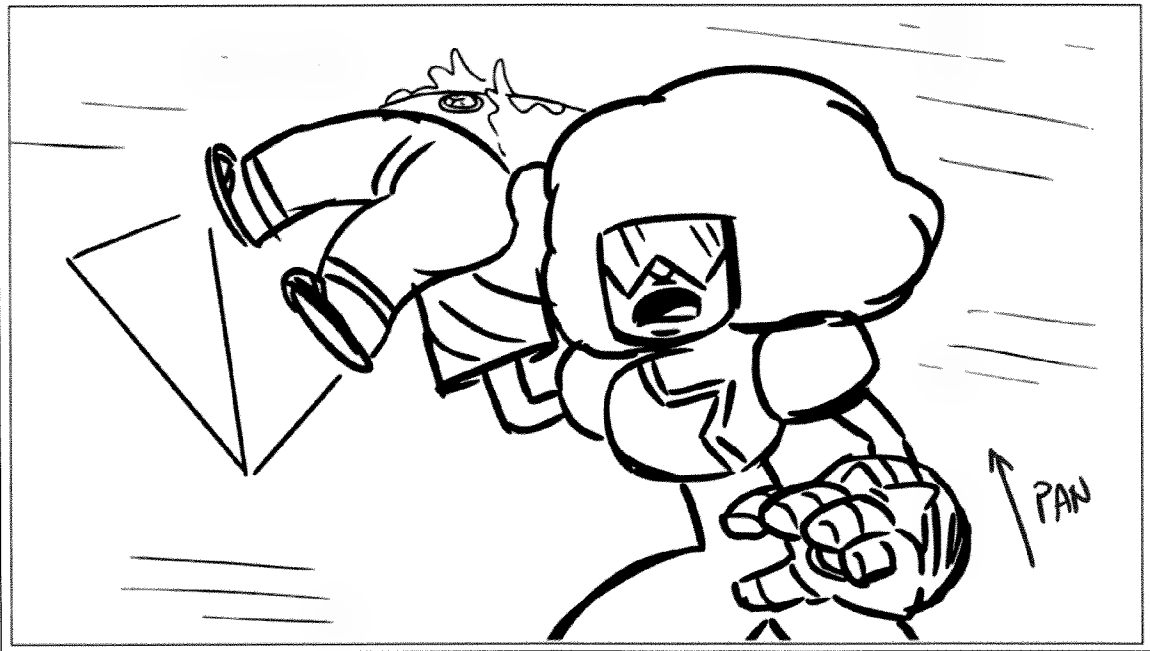
1020.007

Scene 182 Panel 3  
*CONT*



Slugging  
ADJ: 0.10

Scene 182 Panel 4  
*CONT*



Dialog  
GARNET: SERIOUS STEVEN...

Slugging  
2.14

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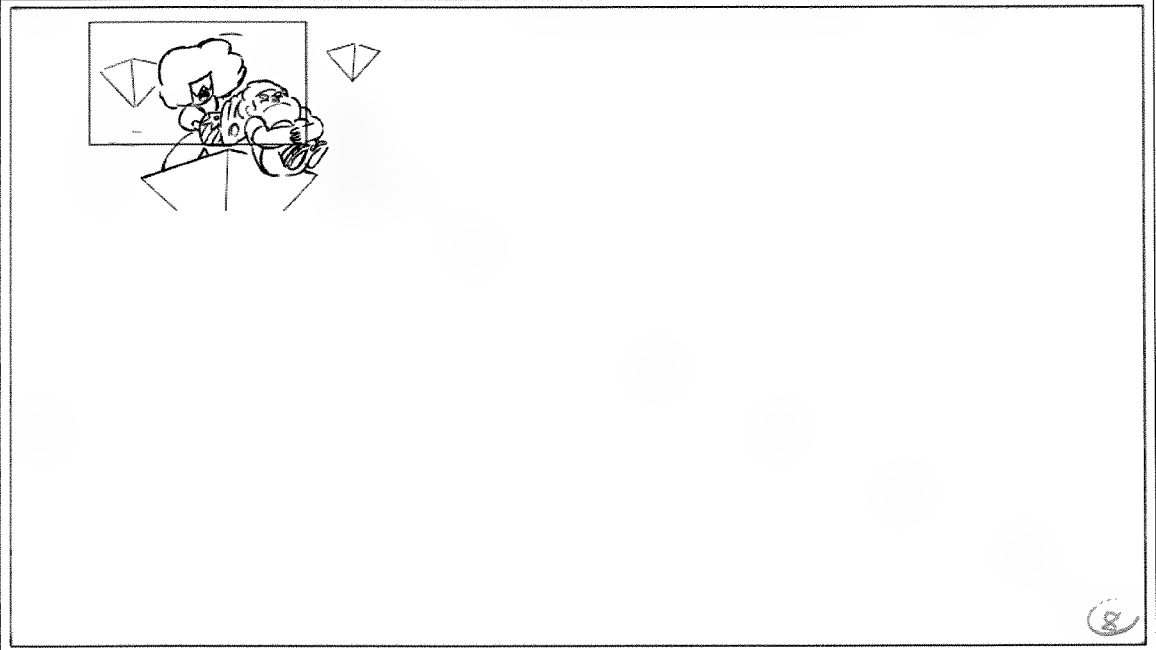
1020.007

1020.007

1020.007



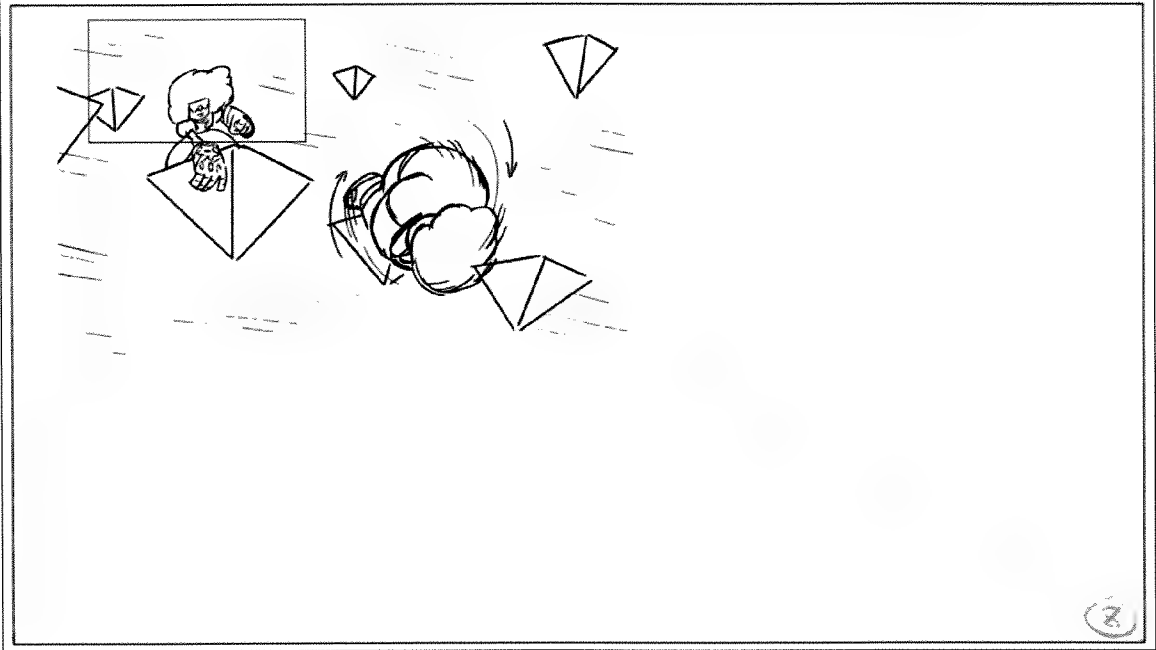
Scene 182 Panel 5  
*CONT*



Dialog  
GARNET: (\*THROWING STEVEN) GOOOOOOOOO!

Slugging  
Panels 5 through 9 = ADJ: 2.10  
  
ADJ: 0.08

Scene 182 Panel 6  
*CONT*



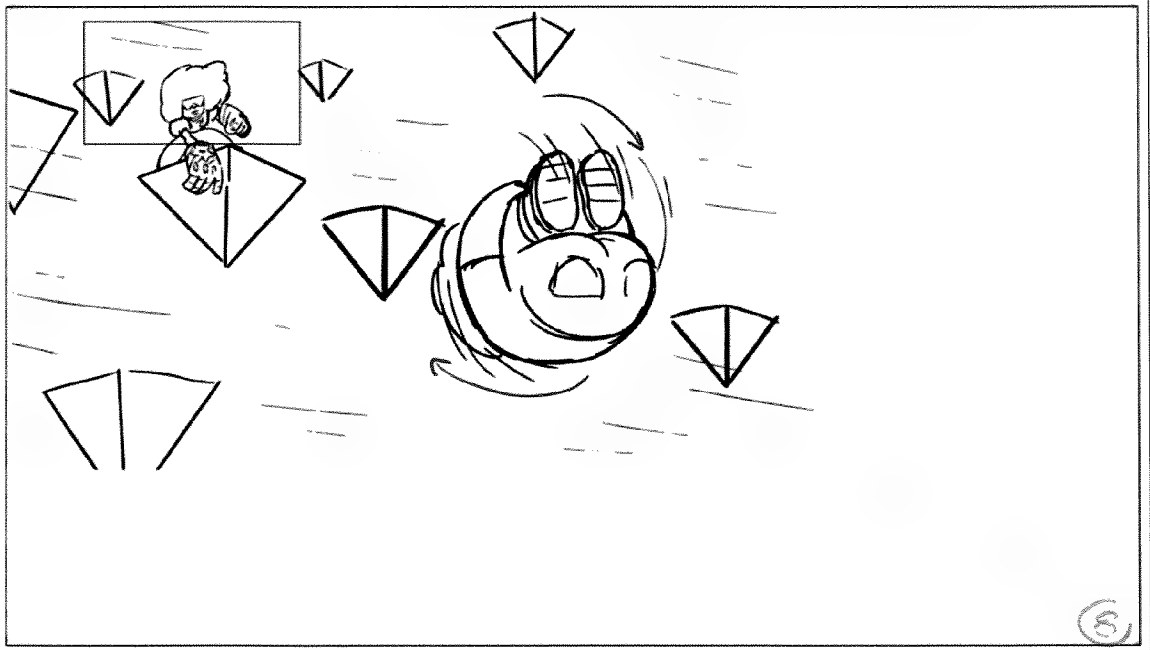
Dialog  
GARNET: (\*THROWING STEVEN) GOOOOOOOOO!

Slugging  
ADJ: 0.08  
  
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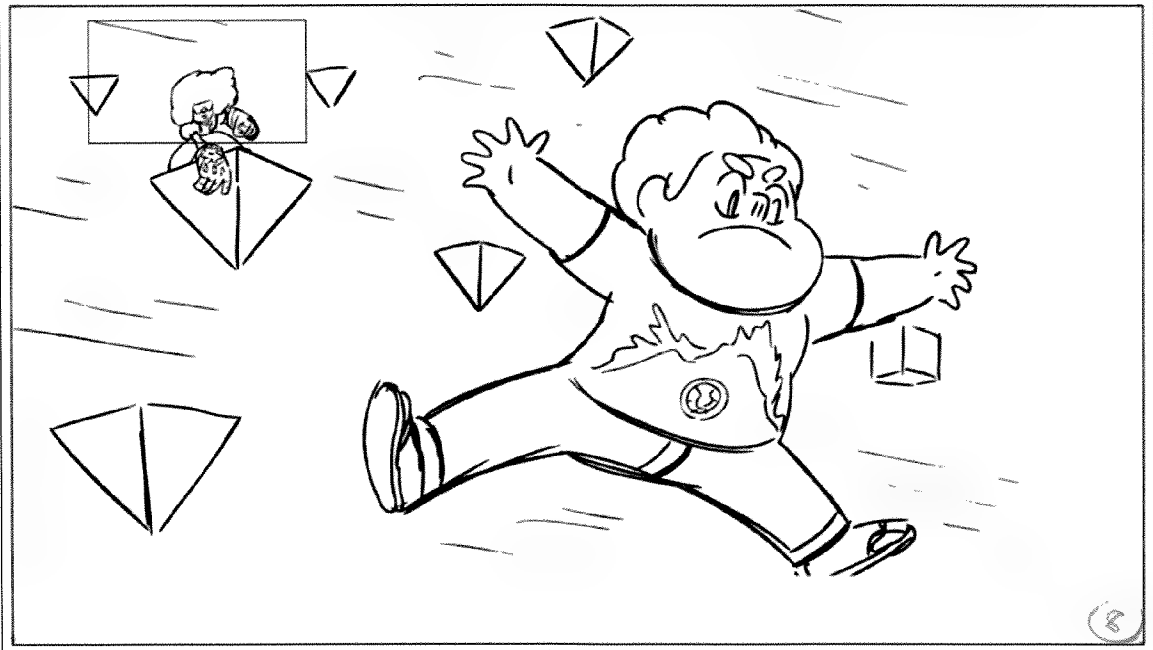
1020.007

Scene 182 Panel 7



Slugging  
ADJ: 0.11

Scene 182 Panel 8



Slugging  
ADJ: 0.07

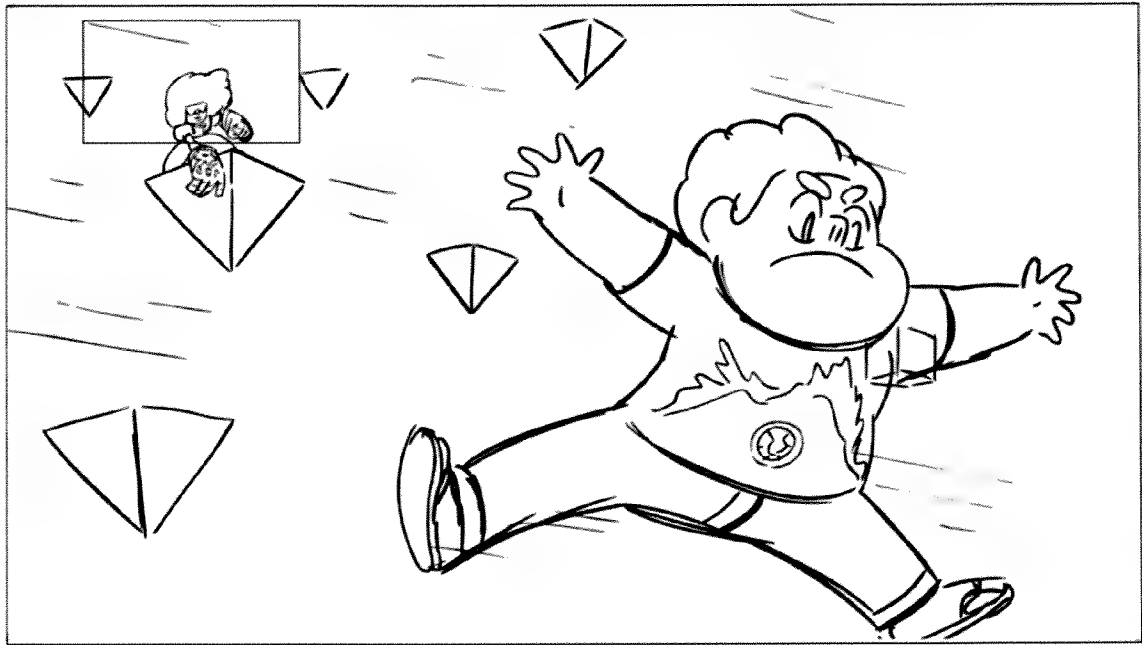
JUN 10 2013

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1020.007

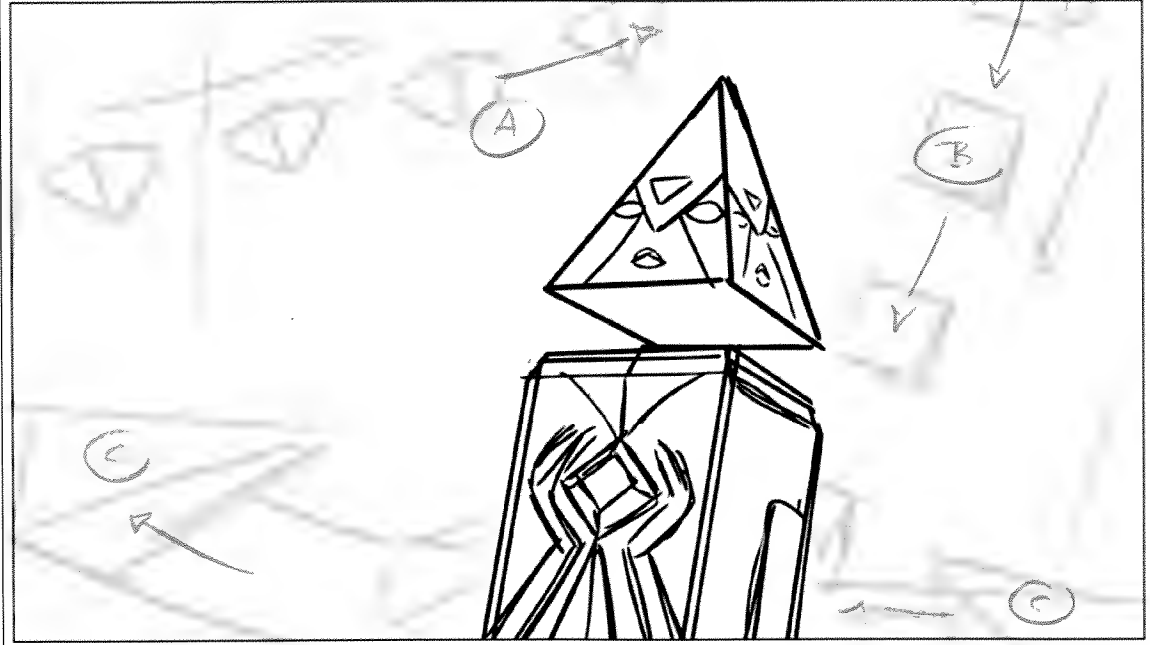
1020.007

Scene 182 Panel 9



Slugging  
ADJ: 0.08

Scene 183 Panel 1



Slugging  
0.08

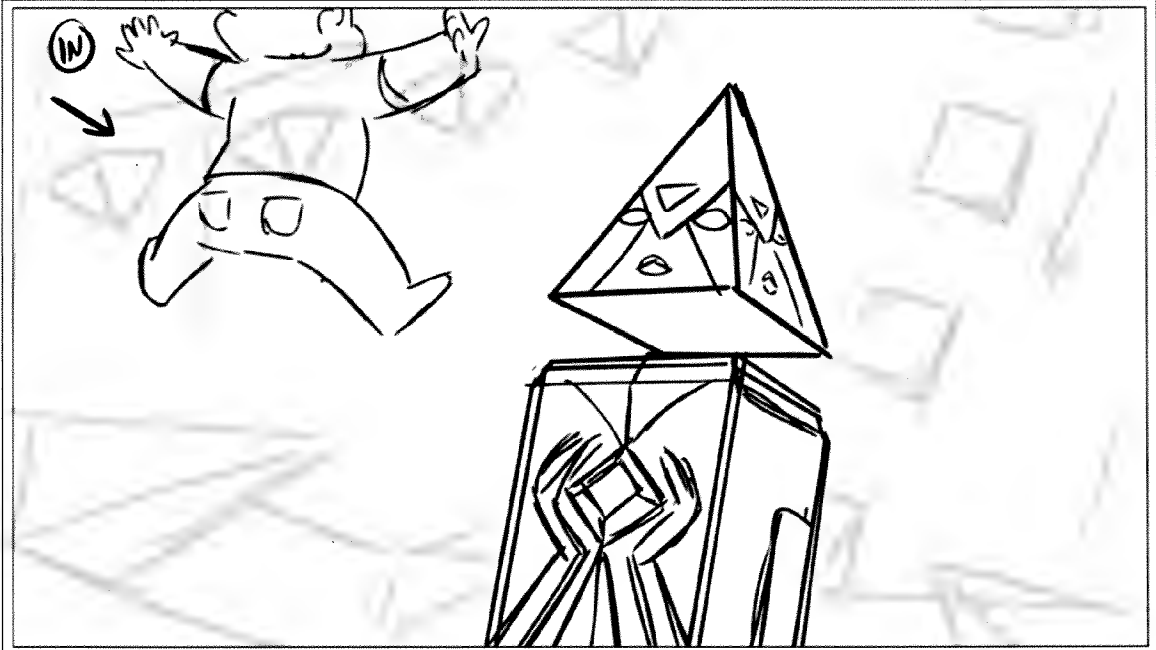
JUN 10 2013

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1020.007

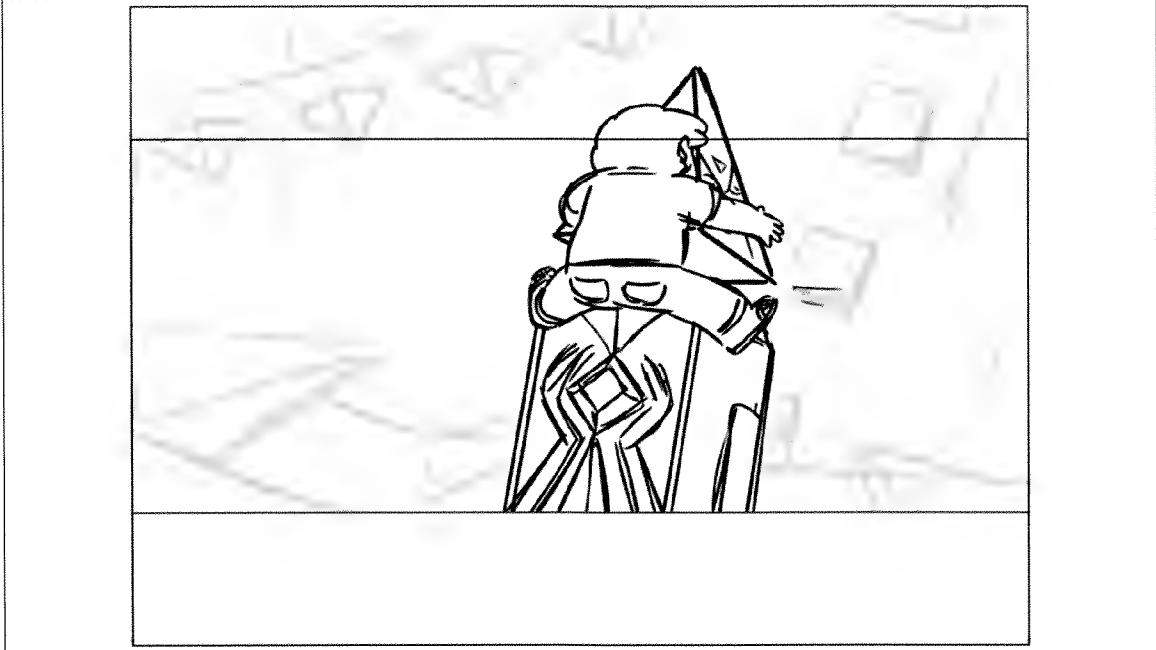
1020.007

Scene	Panel
183	CONT 2



Slugging  
0.04

Scene	Panel
183	CONT 3



Dialog  
STEVEN: OOOF!

Slugging  
HOLD: 0.12

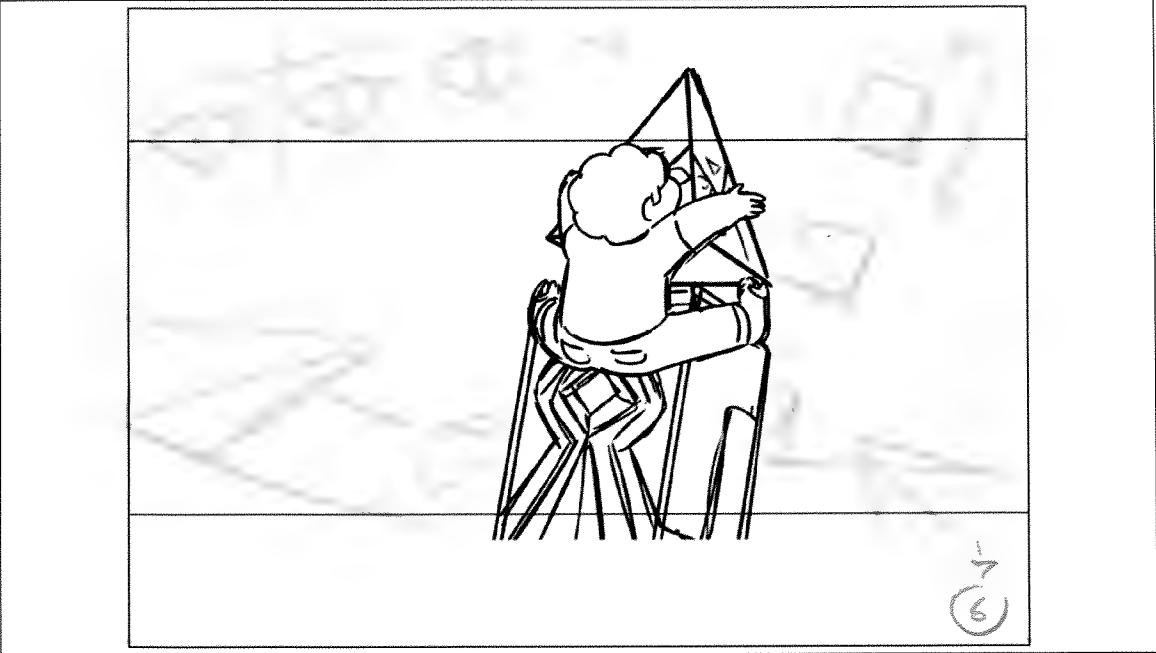
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1020.007

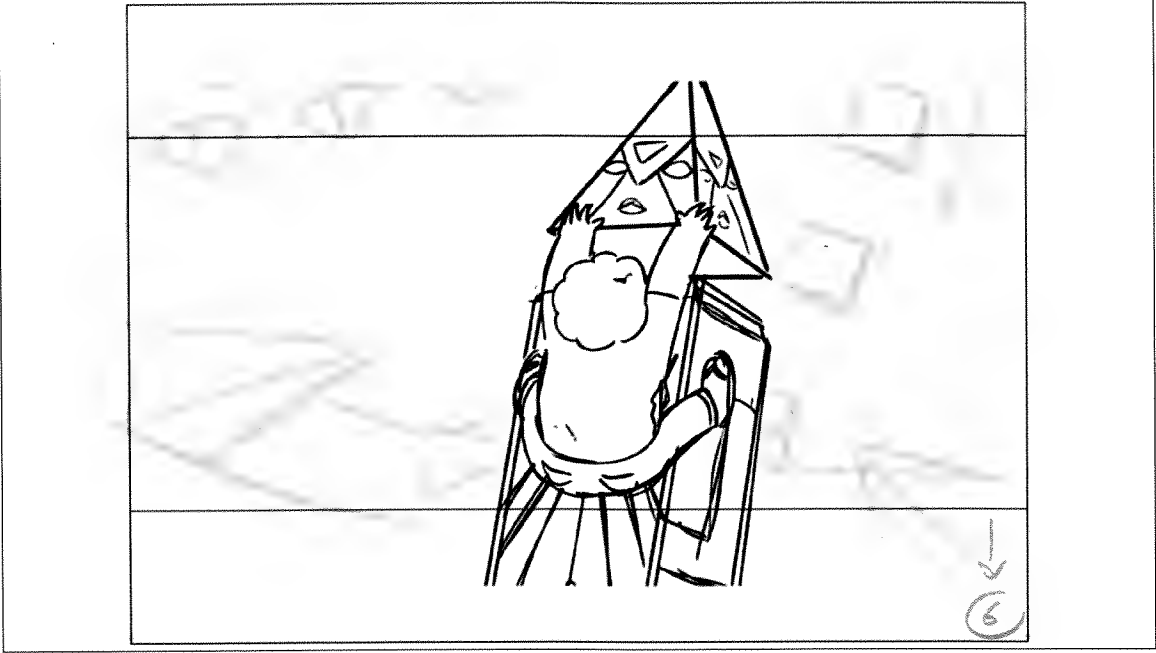
Scene 183 Panel 4  
*cont*



Dialog  
STEVEN: WHOAH!

Slugging  
ADJ: 0.10

Scene 183 Panel 5  
*cont*



Slugging  
ADJ: 0.09

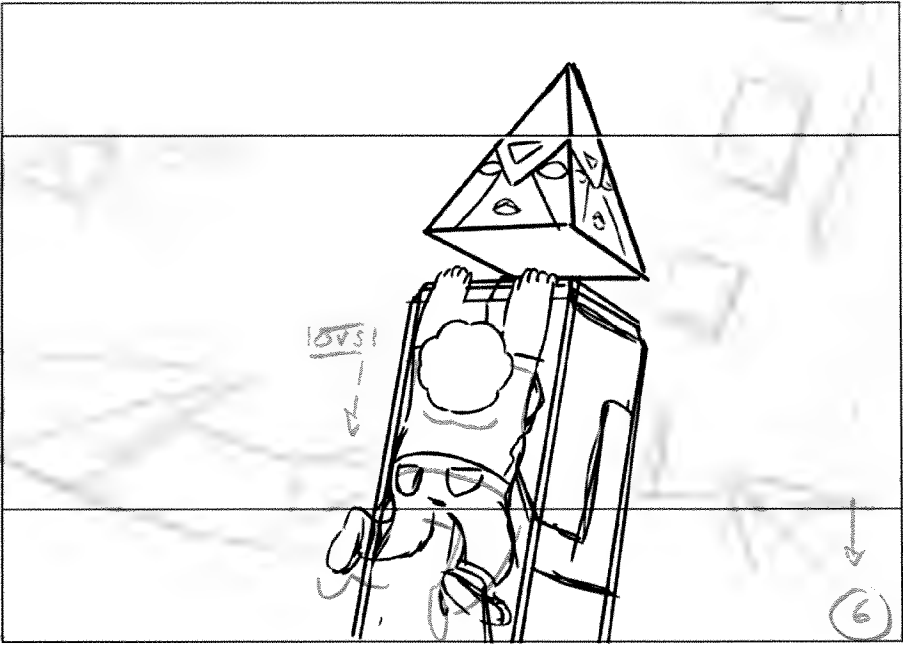
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1020.007

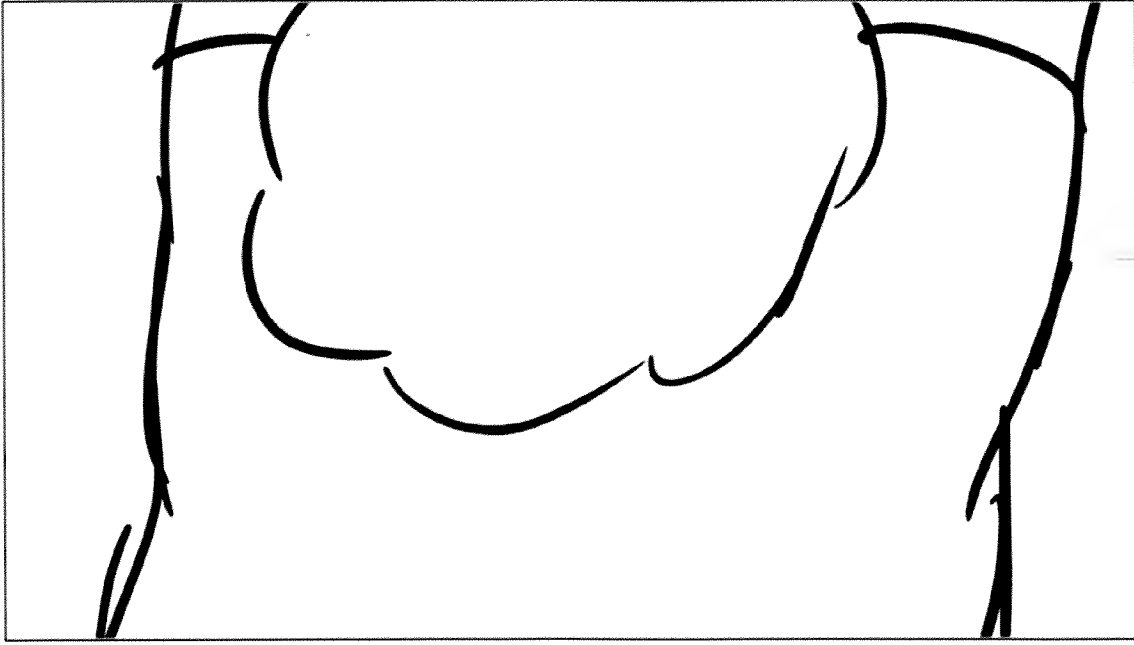
1020.007

Scene	Panel
183	6



Slugging  
ADJ: 1.01

Scene	Panel
184	1



Slugging  
0.09

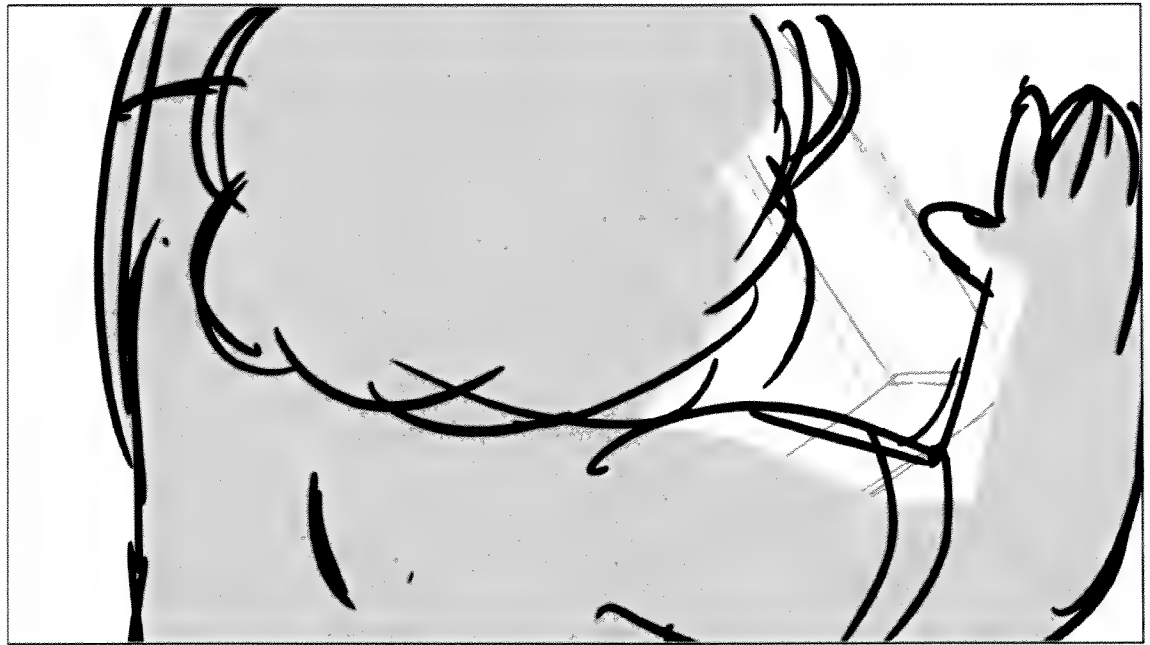
JUN 10 2013

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1020.007

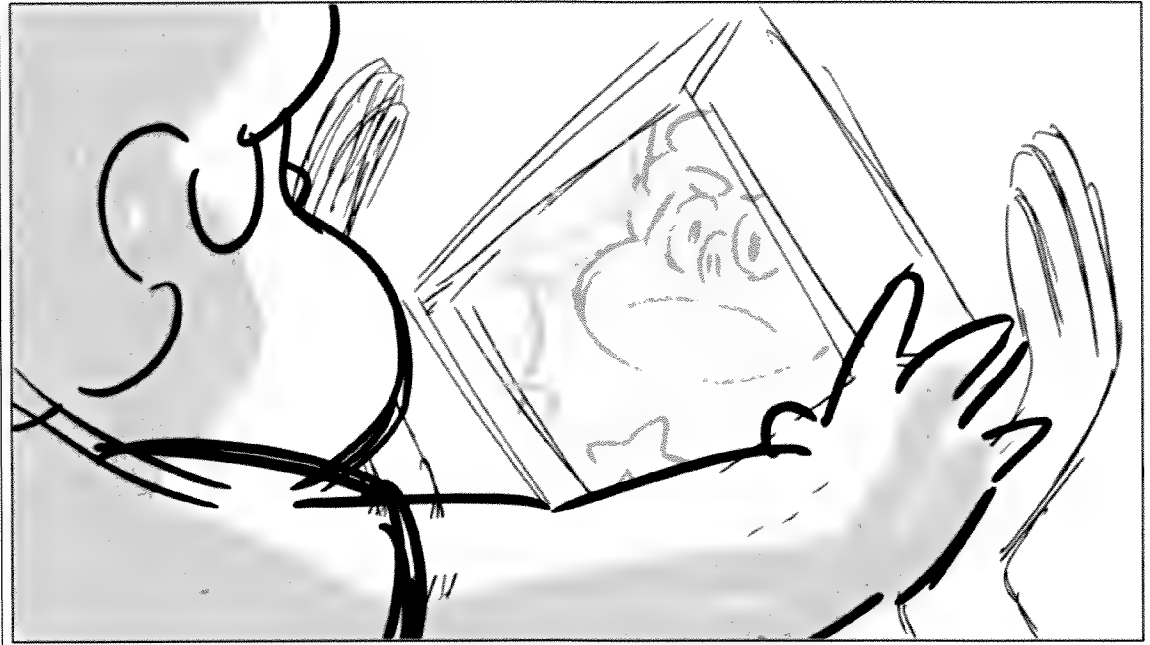
1020.007

Scene	Panel
184	cont 2



Slugging  
0.07

Scene	Panel
184	cont 3



Slugging  
1.07

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Scene	Panel
185	1



Slugging  
0.10

Scene	Panel
185	2



Slugging  
0.09

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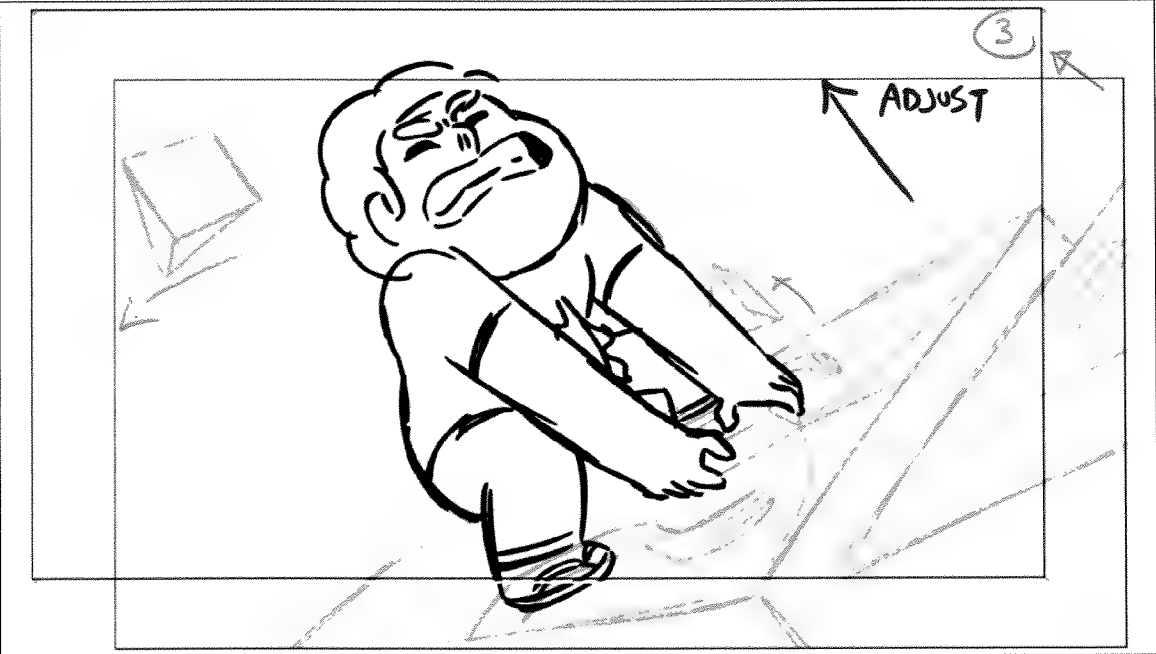
1020-007

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1020-007



Scene 185 Panel 3



Dialog  
STEVEN: (\*PULLING ON GEM) <STRUGGLING NOISES>

Slugging  
ADJ: 0.06  
Then HOLD: 0.09

Notes  
Traceback struggle

Scene 186 Panel 1



Dialog  
STEVEN: (\*PULLING ON GEM) <STRUGGLING NOISES>

Action Notes  
Hookup

Slugging  
Panels 1 + 2 = 0.10

Notes  
Traceback as Steven struggles

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Scene	Panel
186	cont 2



Dialog

STEVEN: (\*PULLING ON GEM) <STRUGGLING NOISES>

Notes

Traceback as Steven struggles

Scene	Panel
186	cont 3



Slugging

1.04

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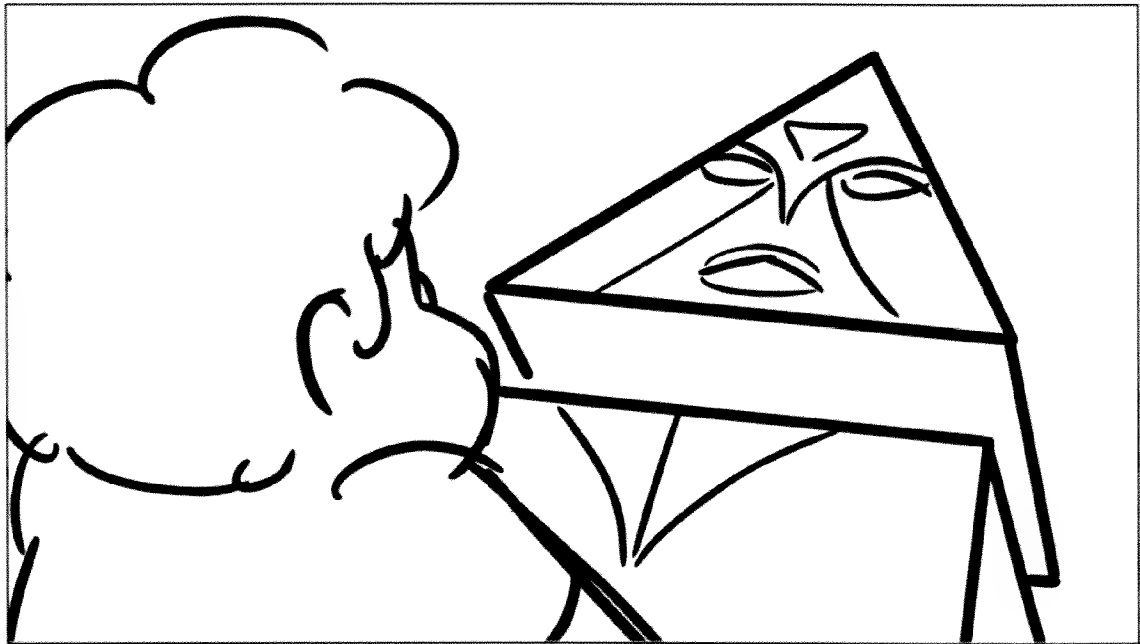
Scene	Panel
186	4



Dialog  
STEVEN: HUH?

Slugging  
1.09

Scene	Panel
187	1



Slugging  
0.04

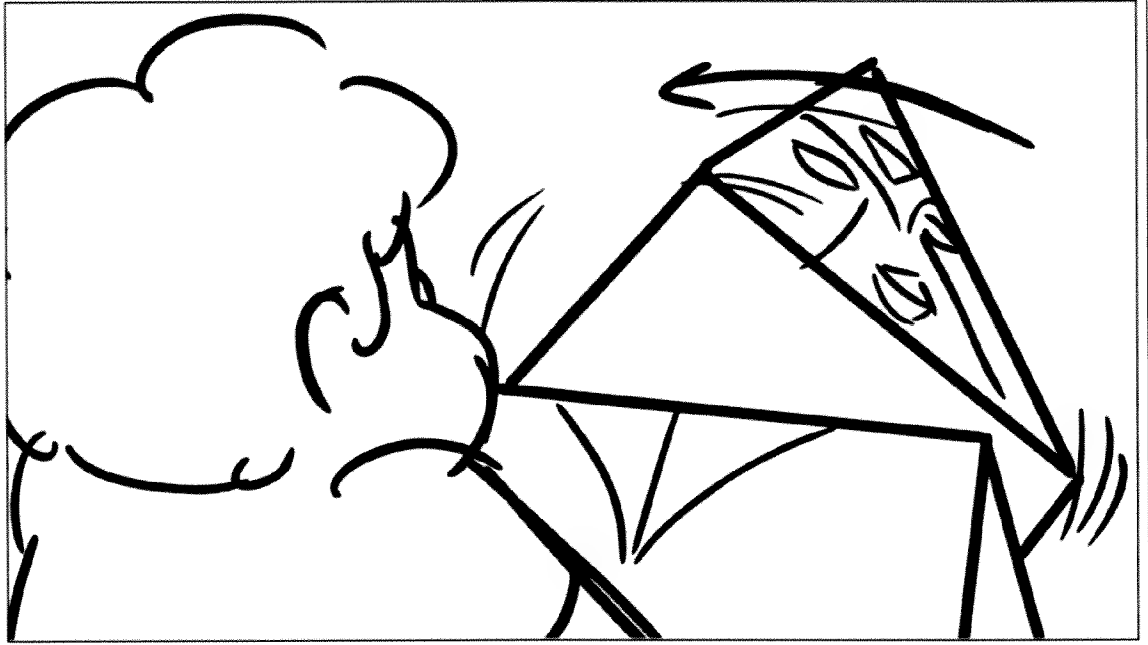
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Scene	Panel
187	CONT 2



Slugging  
0.04

Scene	Panel
187	CONT 3



Slugging  
0.08

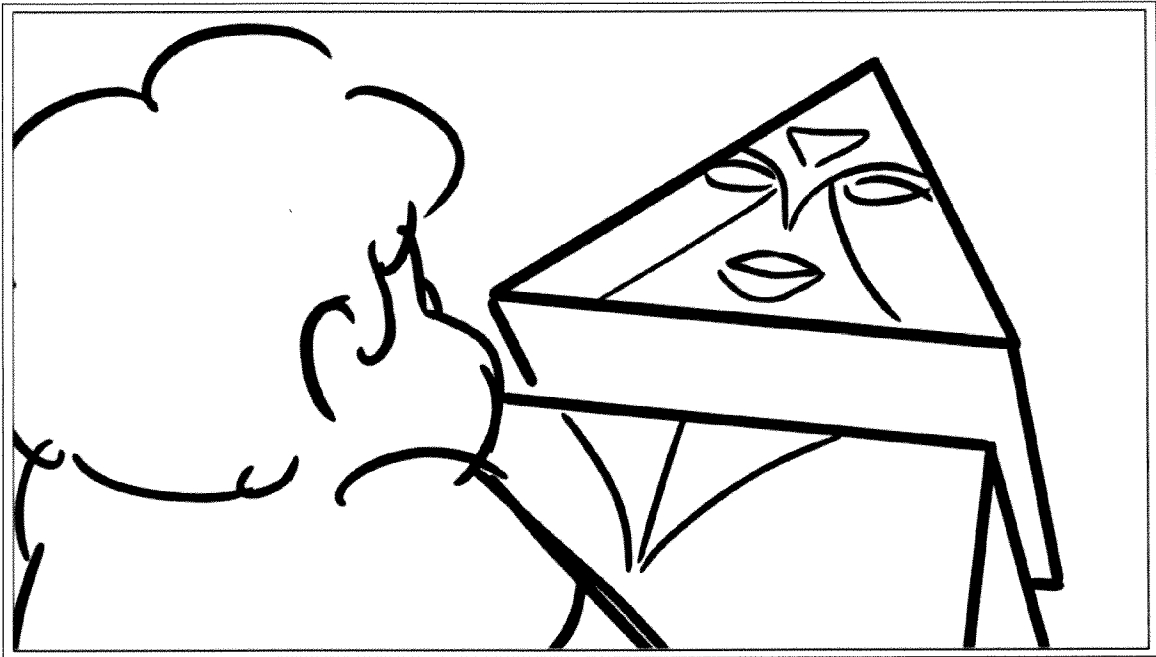
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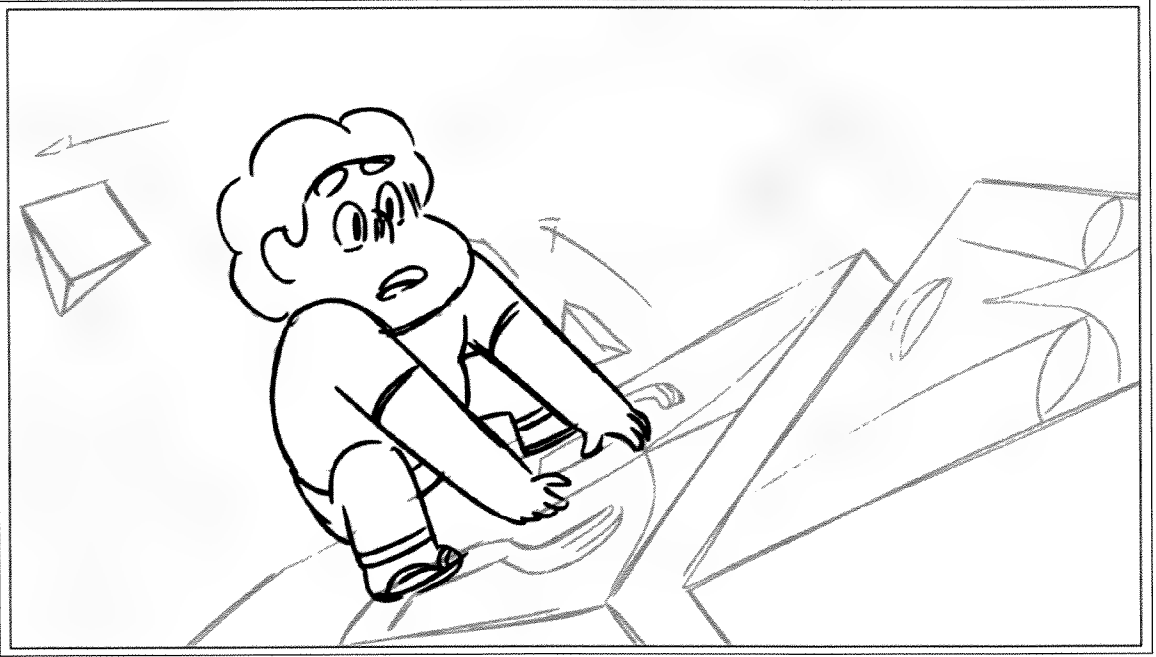
1020.007

Scene	Panel
187	CONT 4



Slugging  
1.07

Scene	Panel
188	1



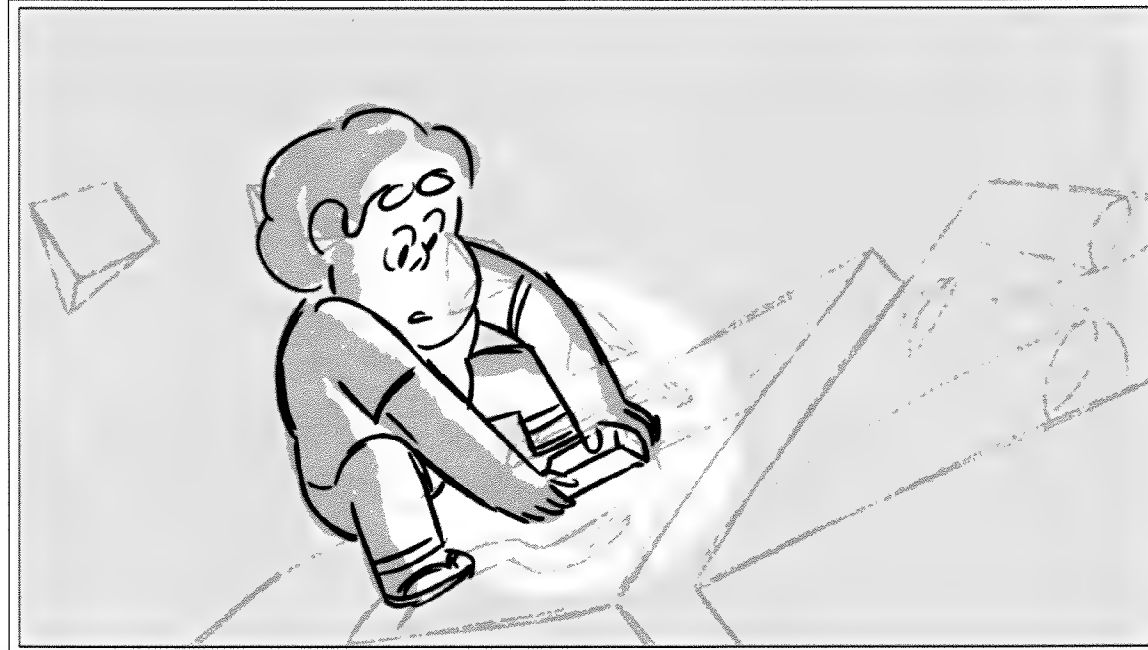
Action Notes  
Pyramids continue to spin in BG

Slugging  
0.09

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Scene	Panel
188	cont 2



Slugging  
1.08

Scene	Panel
188	cont 3



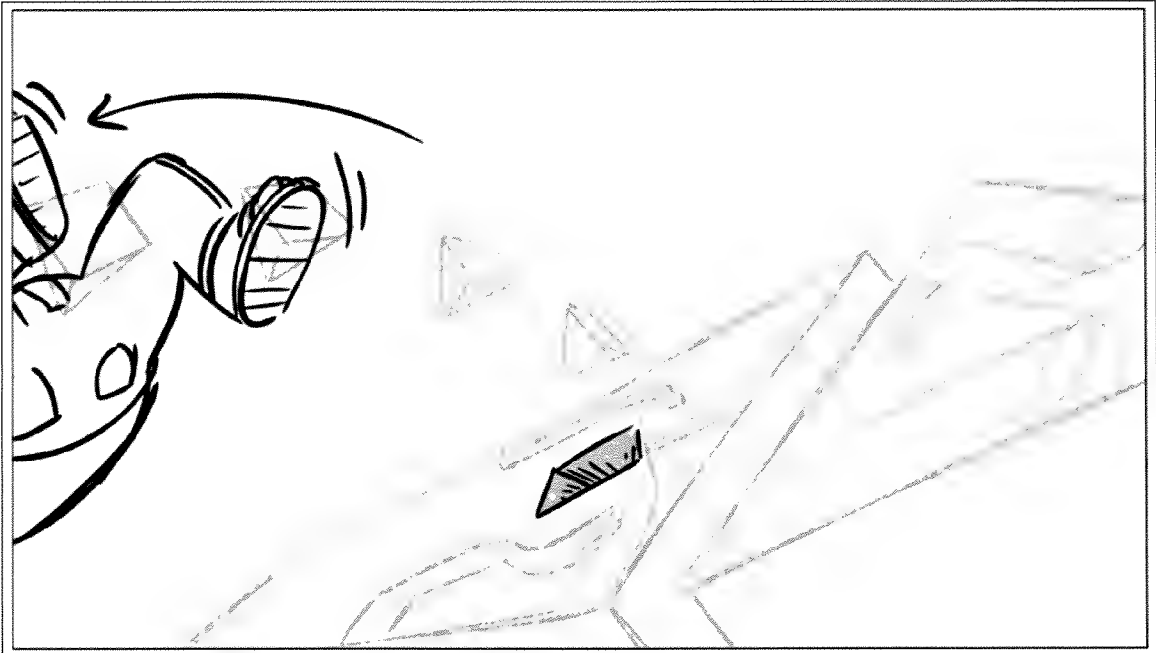
Slugging  
0.11

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Scene	Panel
188	cont 4



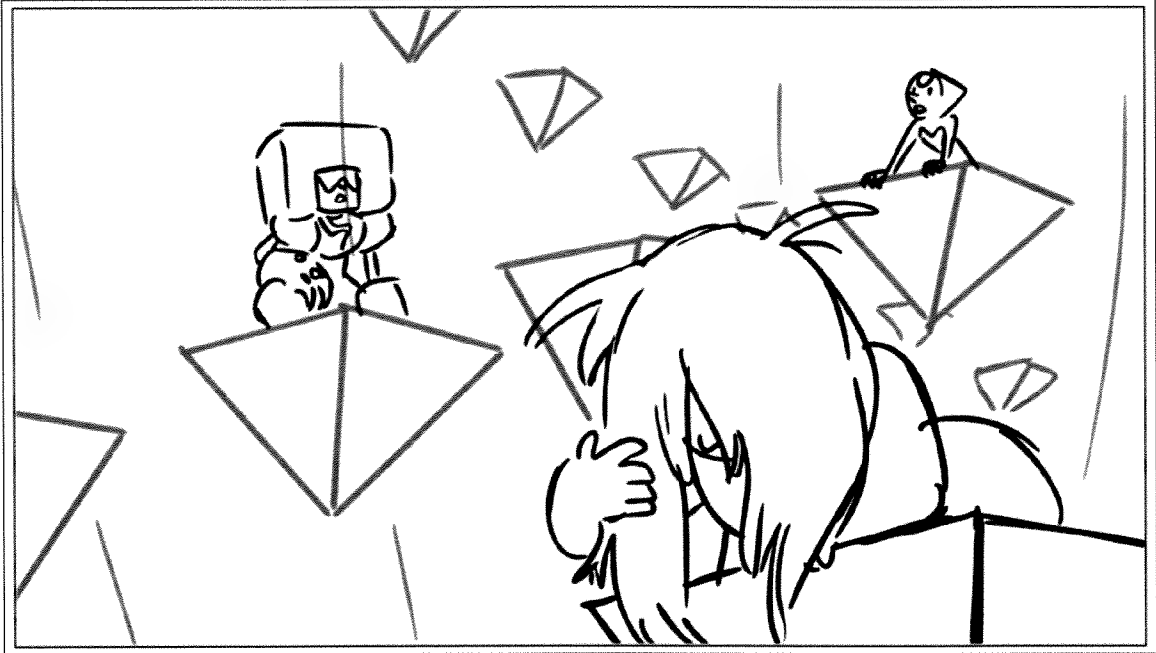
Action Notes

all BG elements stop moving

Slugging

0.09

Scene	Panel
189	1



Action Notes

All environmental elements are no longer moving

Slugging

0.14

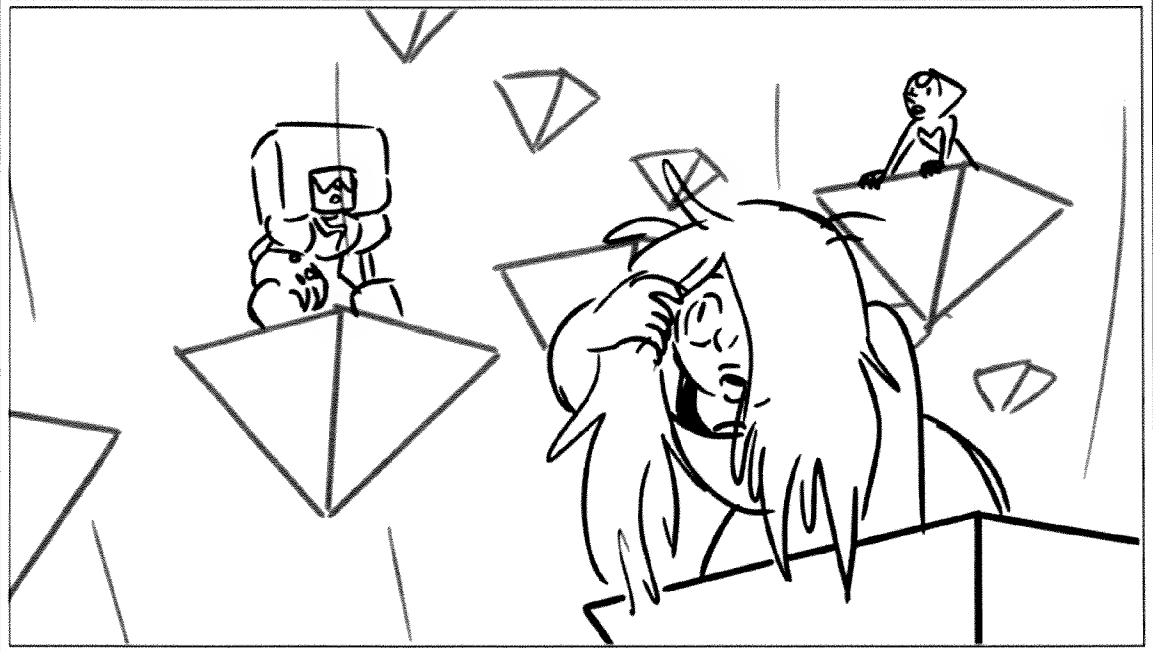
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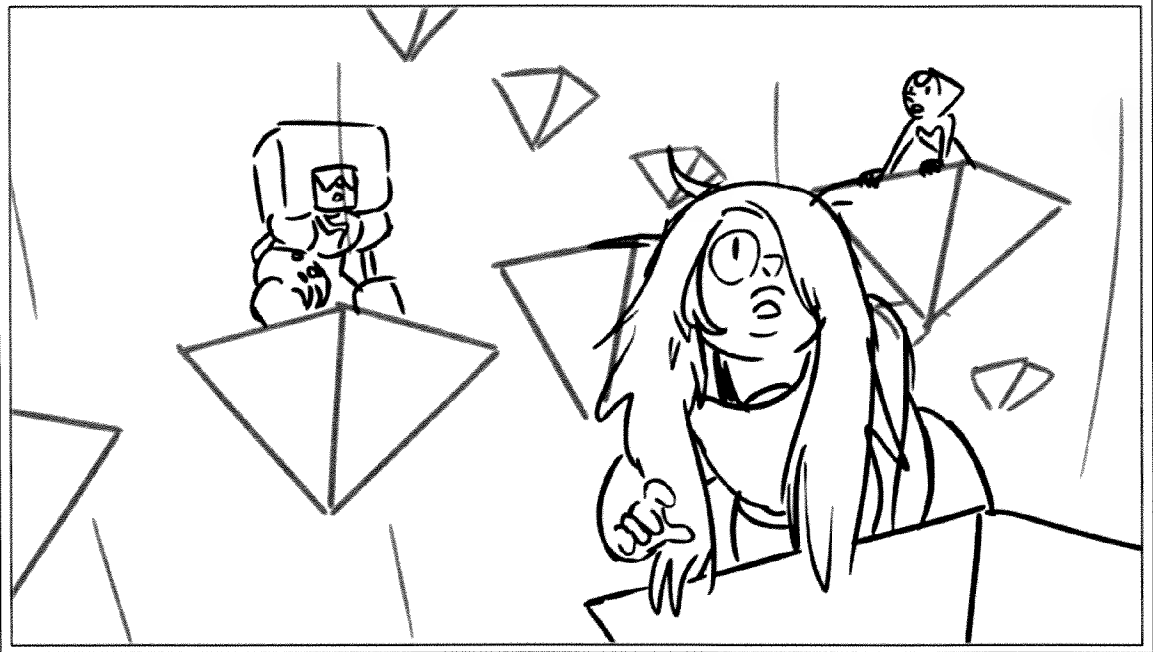
1020.007

Scene	Panel
189	<i>cont</i> 2



Slugging  
0.09

Scene	Panel
189	<i>cont</i> 3



Dialog  
AMETHYST: HUH?

Slugging  
1.08

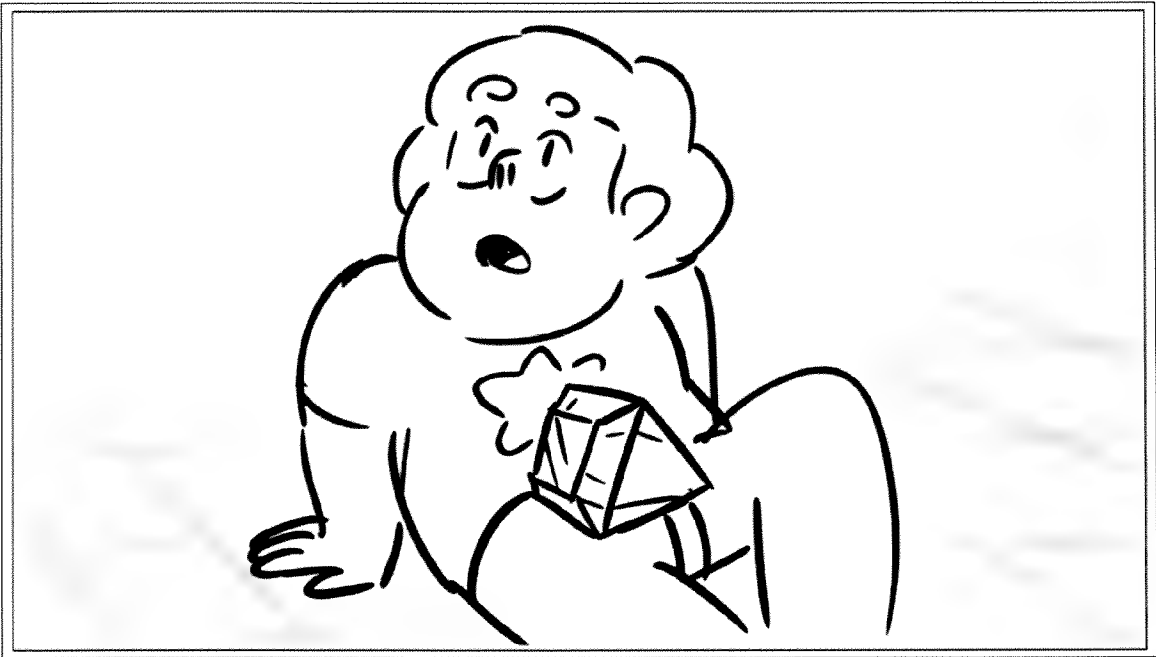
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Scene	Panel
190	1



Slugging  
1.00

Scene	Panel
190	<i>cont</i> 2



Slugging  
0.11

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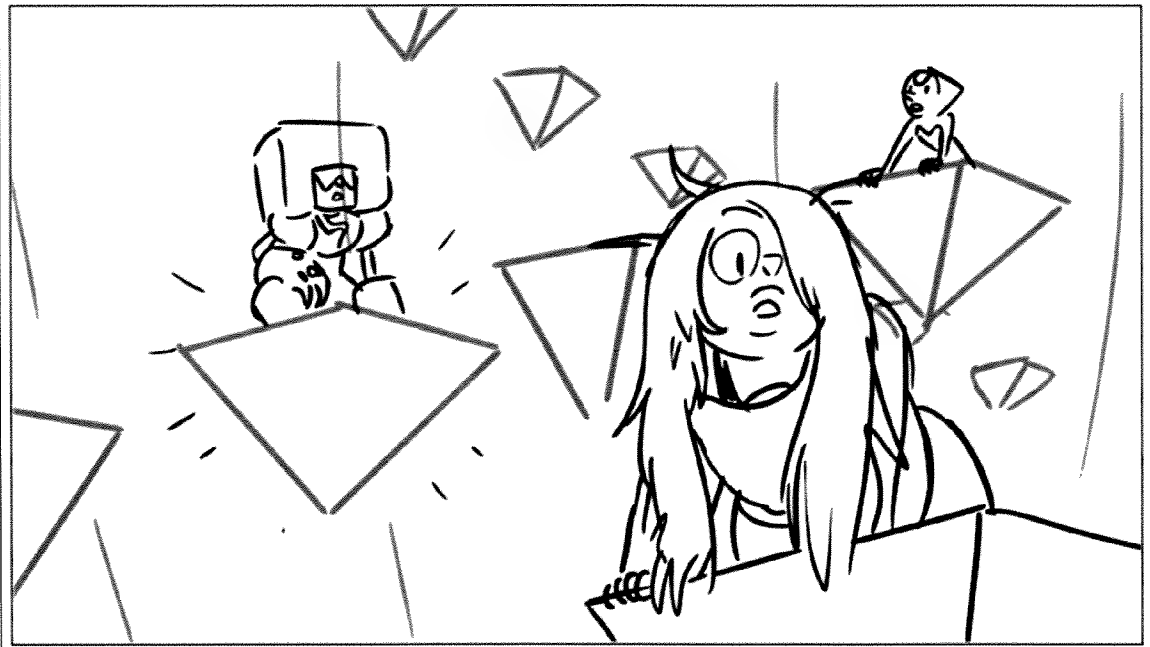
Scene 190 *CONT* Panel 3



Dialog  
STEVEN: <GASP>

Slugging  
1.12

Scene 191 Panel 1



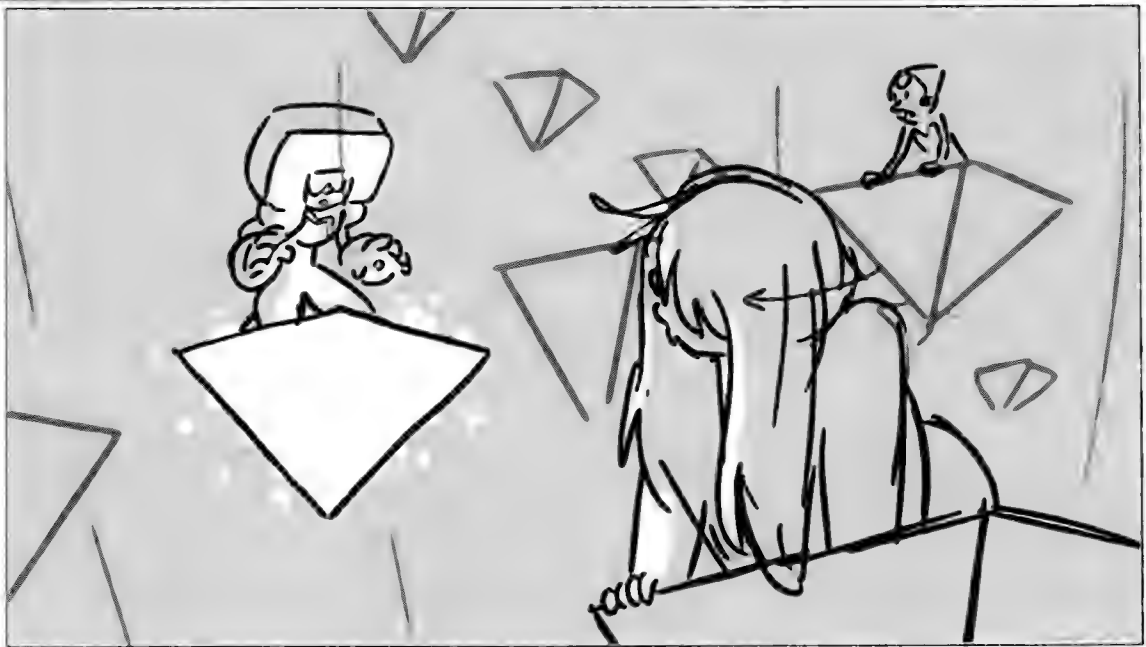
Slugging  
0.09

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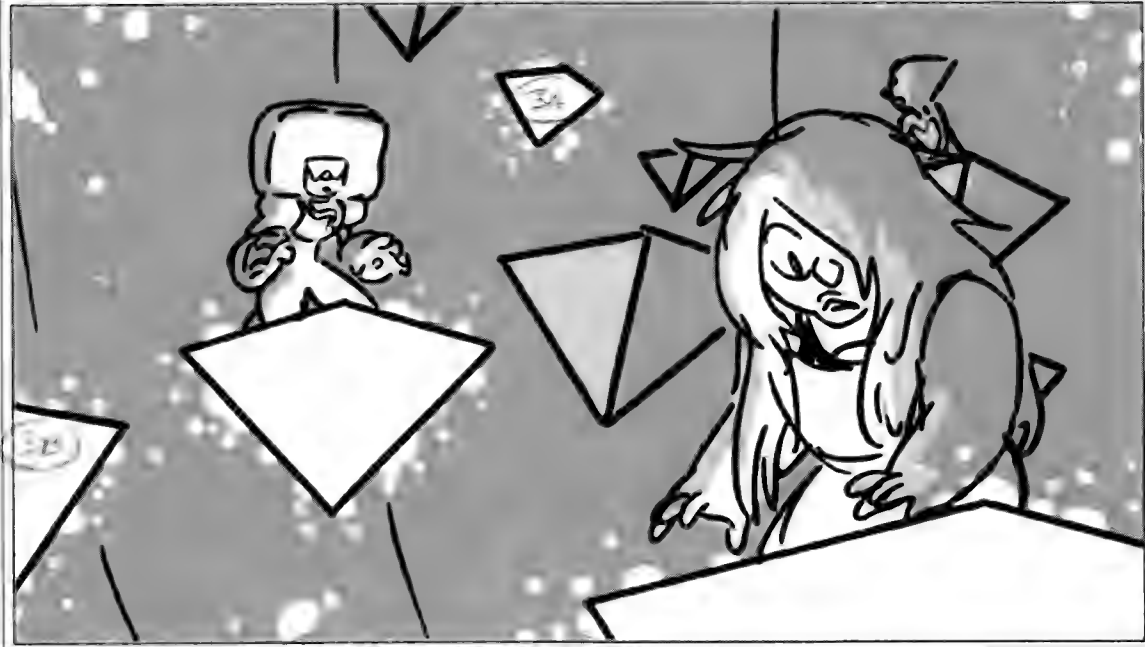
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Scene 191 *CONT* Panel 2



Slugging  
1.06

Scene 191 *CONT* Panel 3



Slugging  
1.09

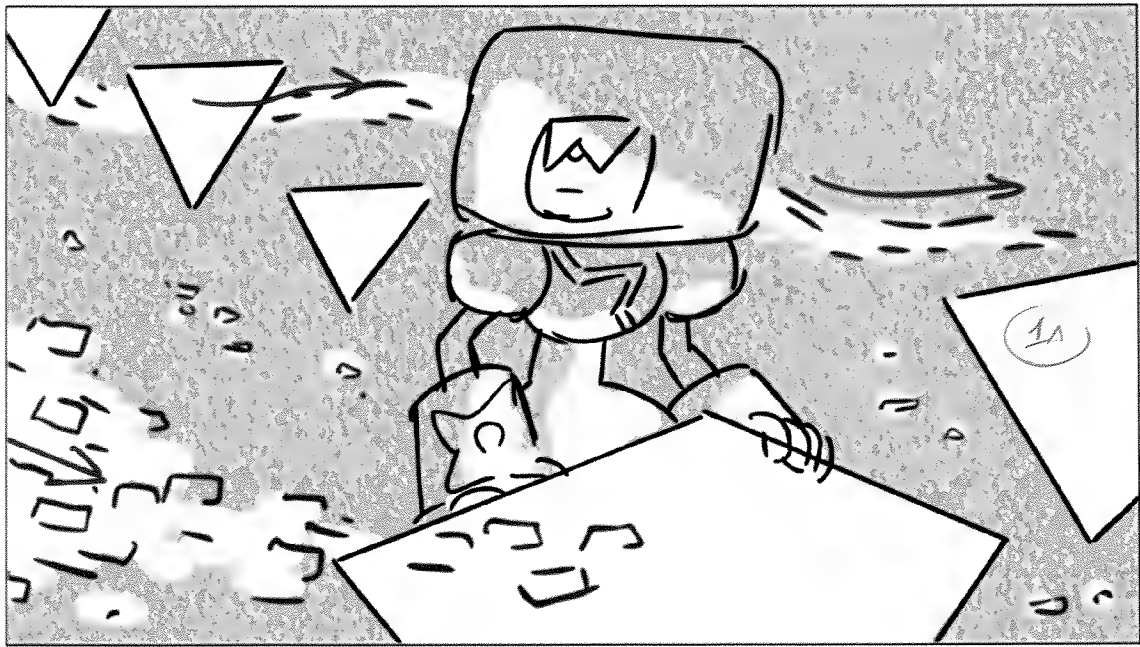
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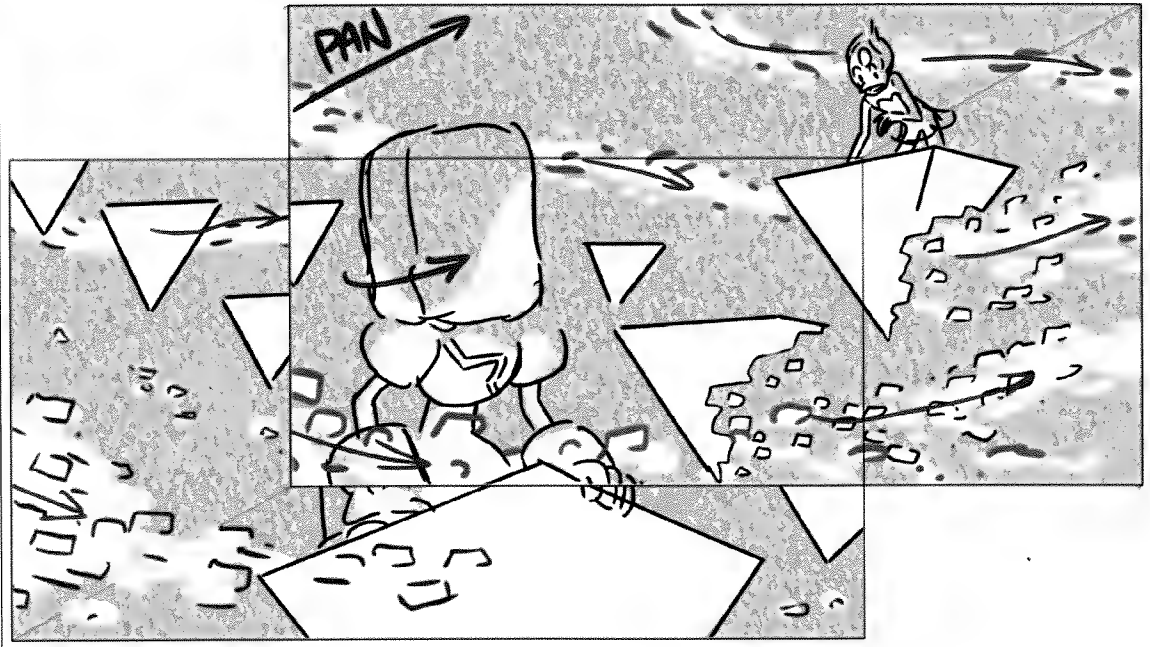
1020.007

Scene	Panel
192	1



Slugging  
0.11

Scene	Panel
192	cont



Slugging  
ADJ: 0.08

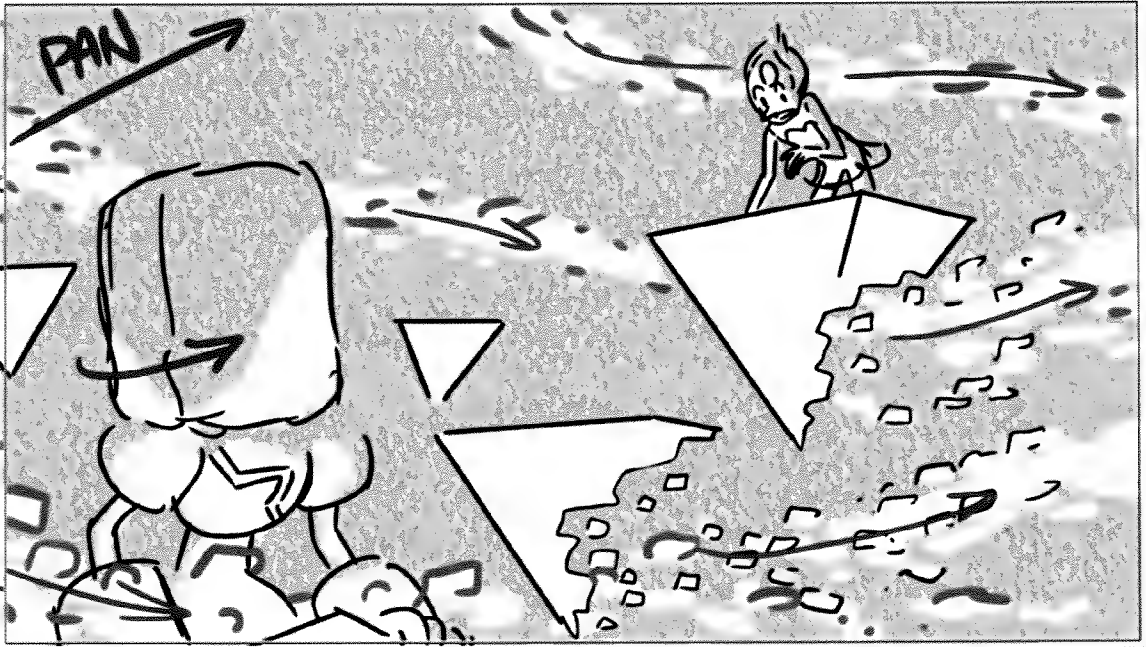
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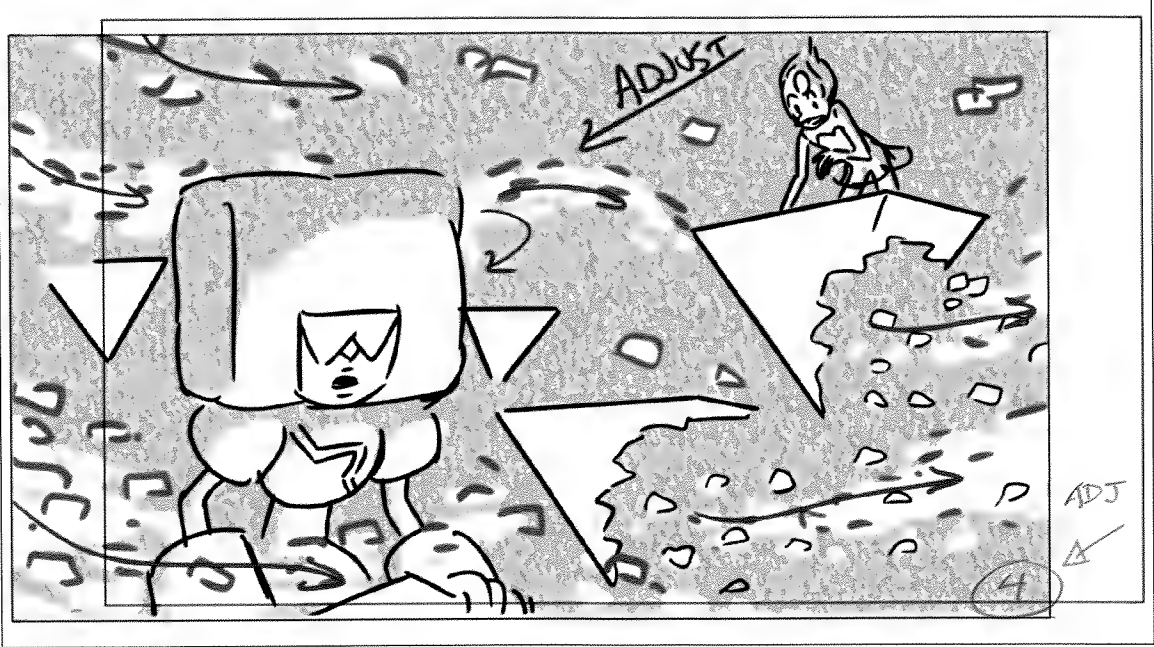
1020.007

Scene 192 Panel 3  
CONT



Slugging  
0.09

Scene 192 Panel 4  
CONT



Slugging  
ADJ: 0.06  
Then HOLD: 0.08

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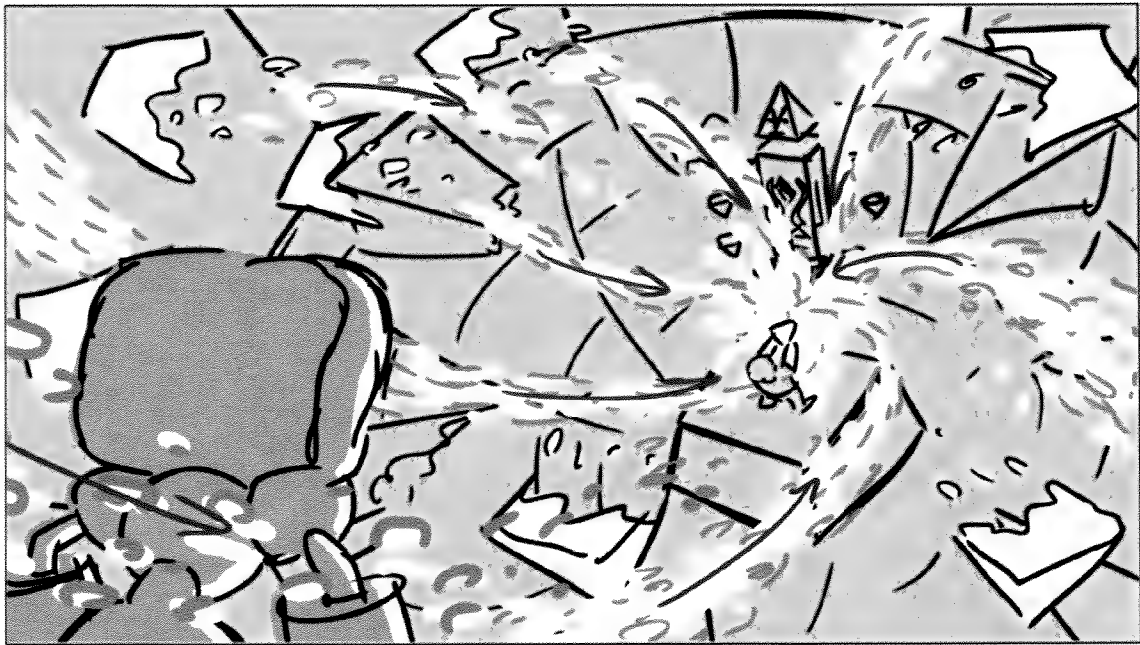
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1020.007



Scene	Panel
193	1



Slugging  
2.01

Scene	Panel
194	1



Slugging  
1.03

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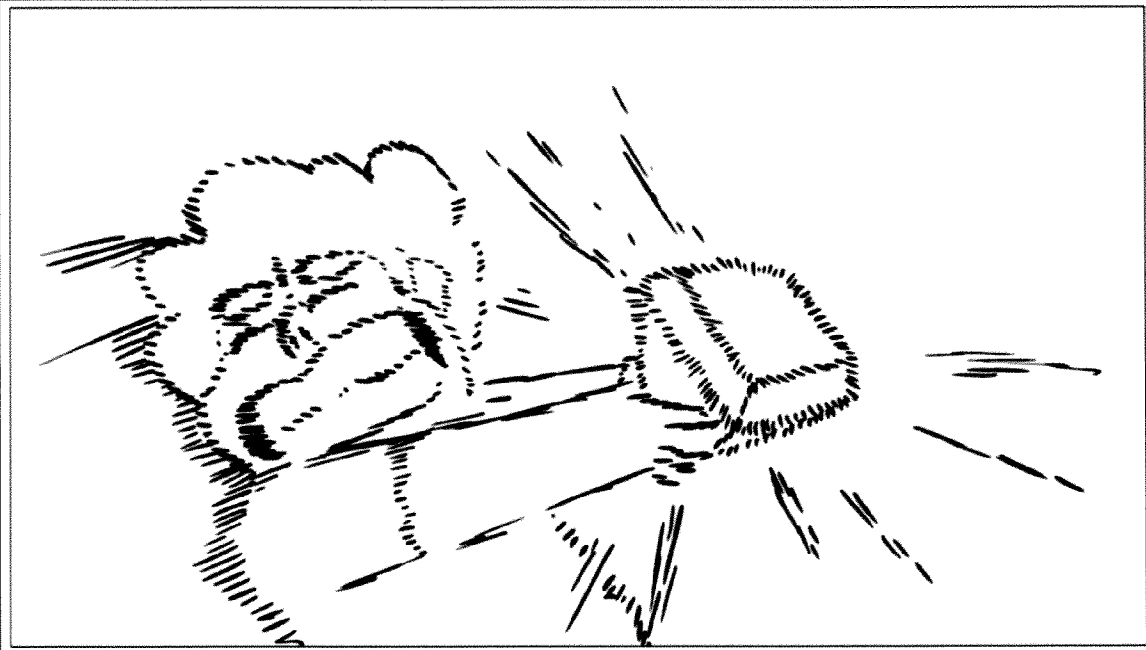
1020.007

Scene	Panel
194	2
CONT	
<p>Action Notes</p> <p>white light intensifies</p>	
<p>Slugging</p> <p>1.04</p>	

Scene	Panel
194	3
CONT	
<p>Slugging</p> <p>0.09</p>	
<p>JUN 10 2013</p>	

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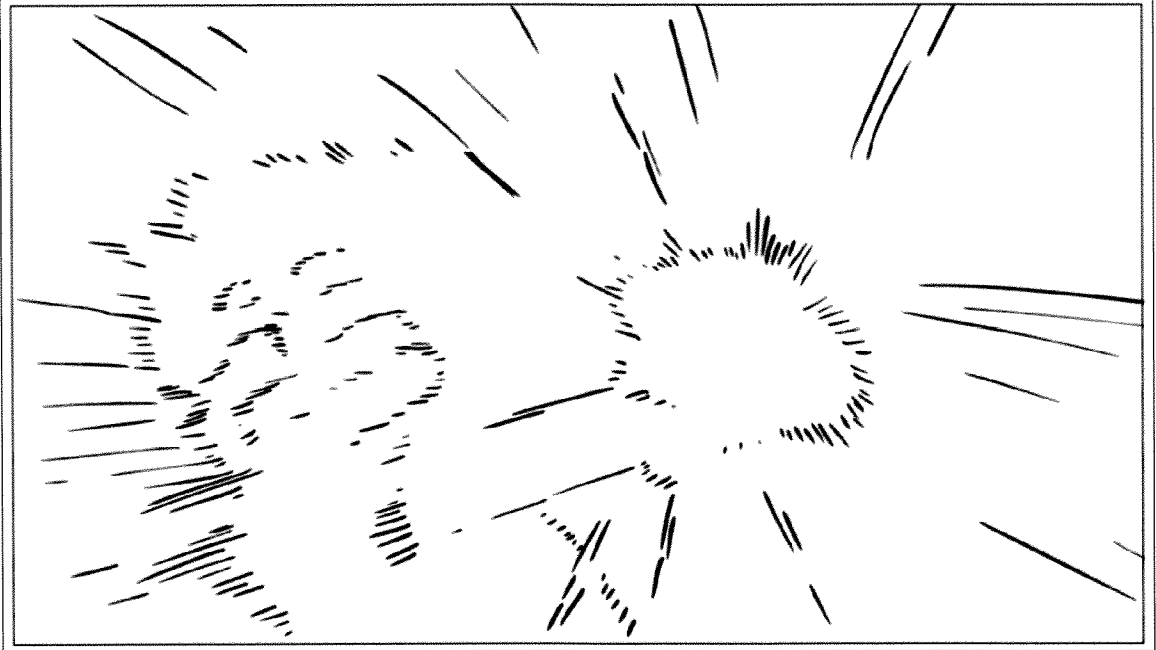
Scene	Panel
194	cont 4



Action Notes  
screen is almost entirely filled with white light

Slugging  
0.04

Scene	Panel
194	cont 5

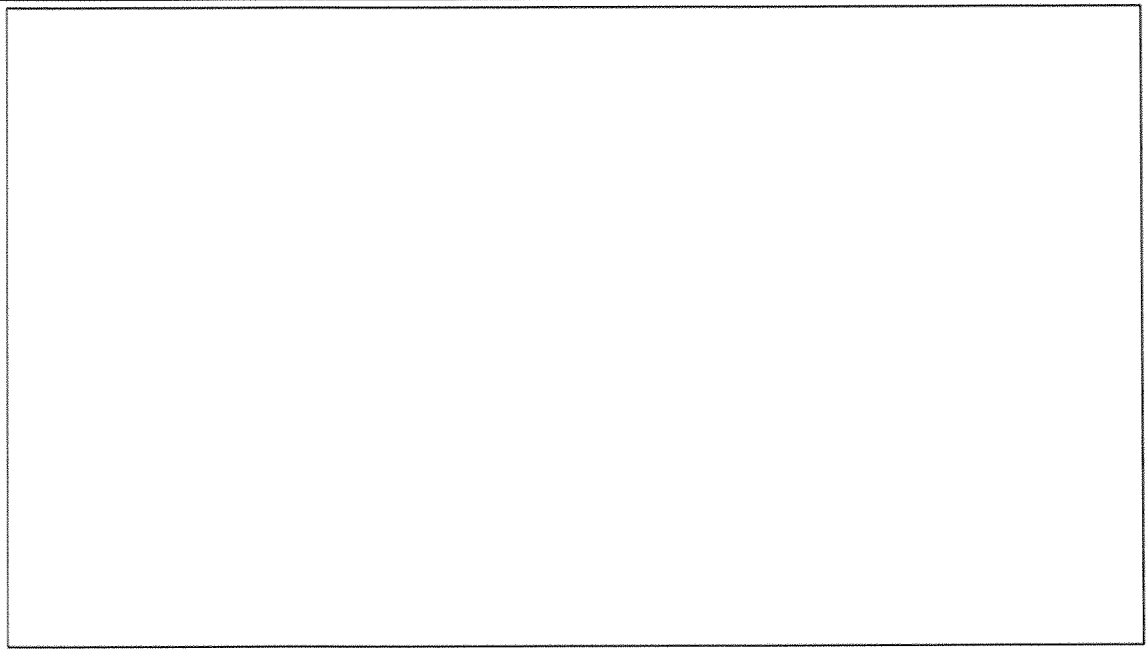


Slugging  
0.04

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Scene	Panel
194	6



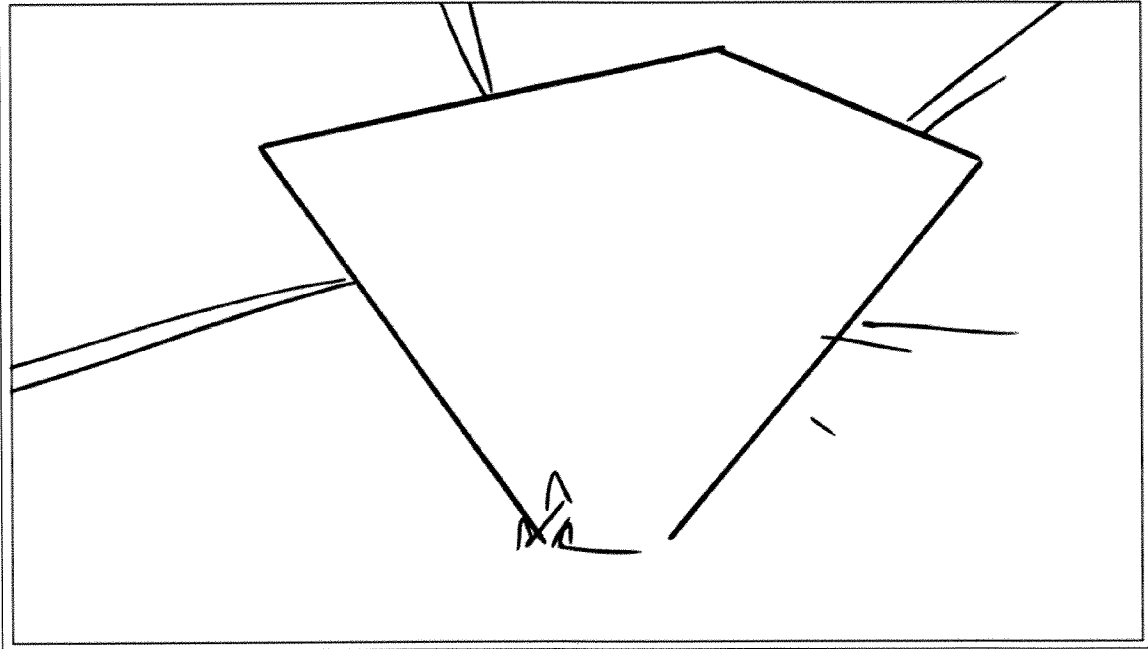
Action Notes

white light

Slugging

0.04

Scene	Panel
195	1



Slugging

0.11

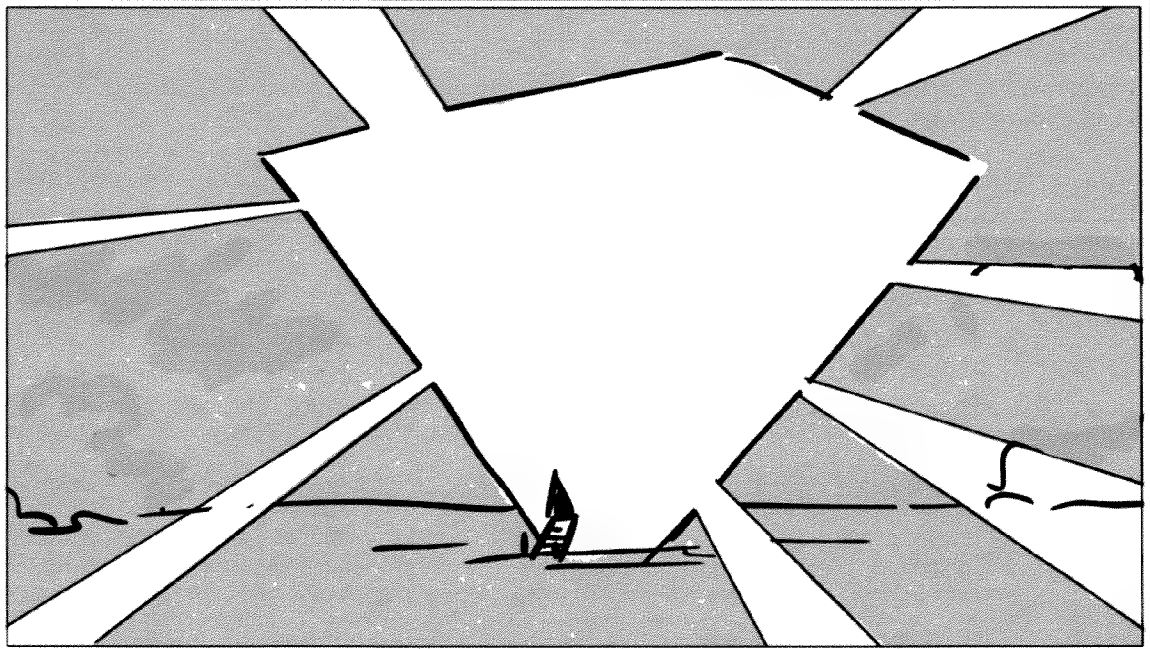
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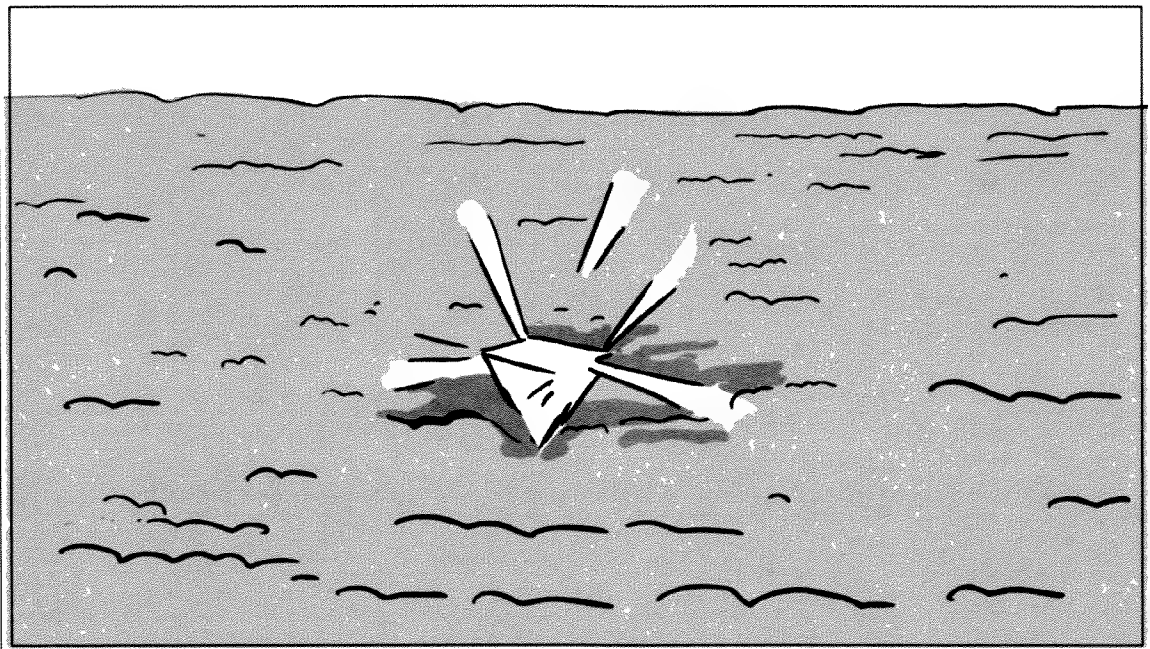
1020.007

Scene	Panel
195	2



Slugging  
1.07

Scene	Panel
196	1



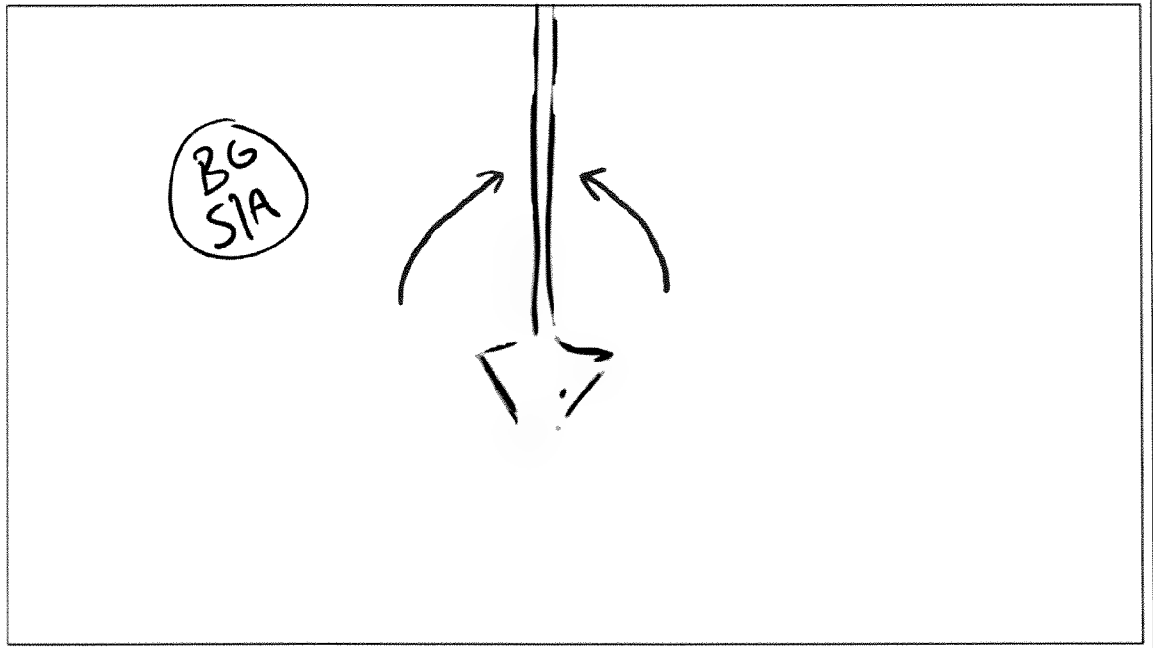
Slugging  
0.11

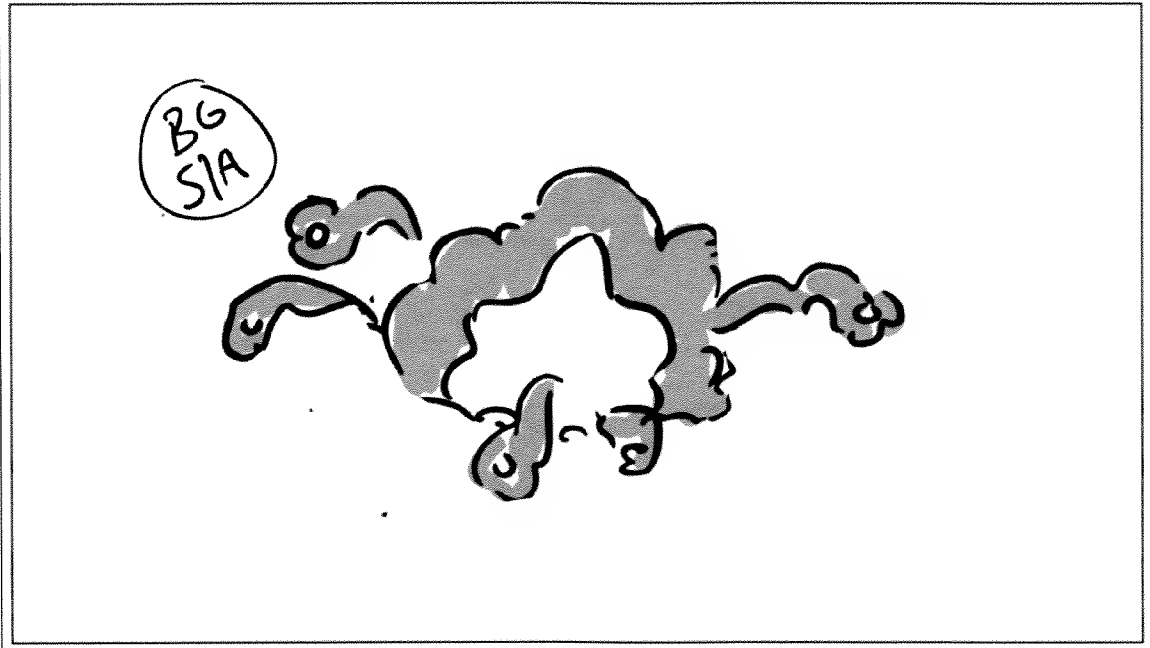
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1020.007

1020.007

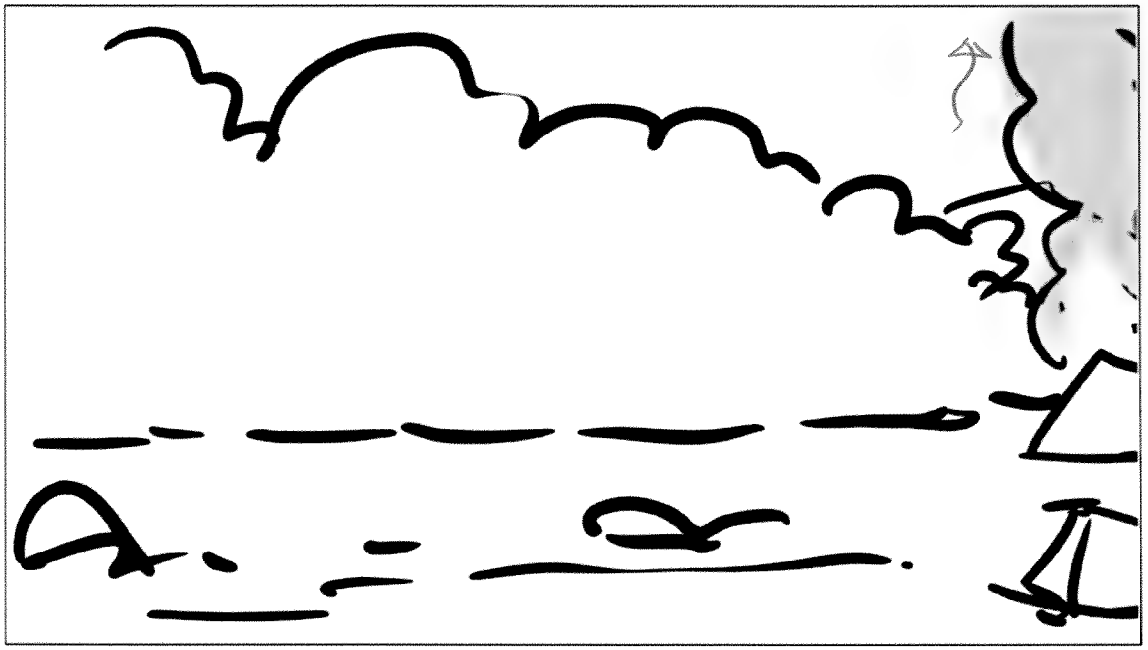
Scene	Panel
196	cont 2
	
<p>Action Notes</p> <p>beams of light collapse</p>	
<p>Slugging</p> <p>2.03</p>	

Scene	Panel
196	cont 3
	
<p>Action Notes</p> <p>pyramid explodes</p>	
<p>Slugging</p> <p>1.13</p> <p>JUN 10 2013</p>	

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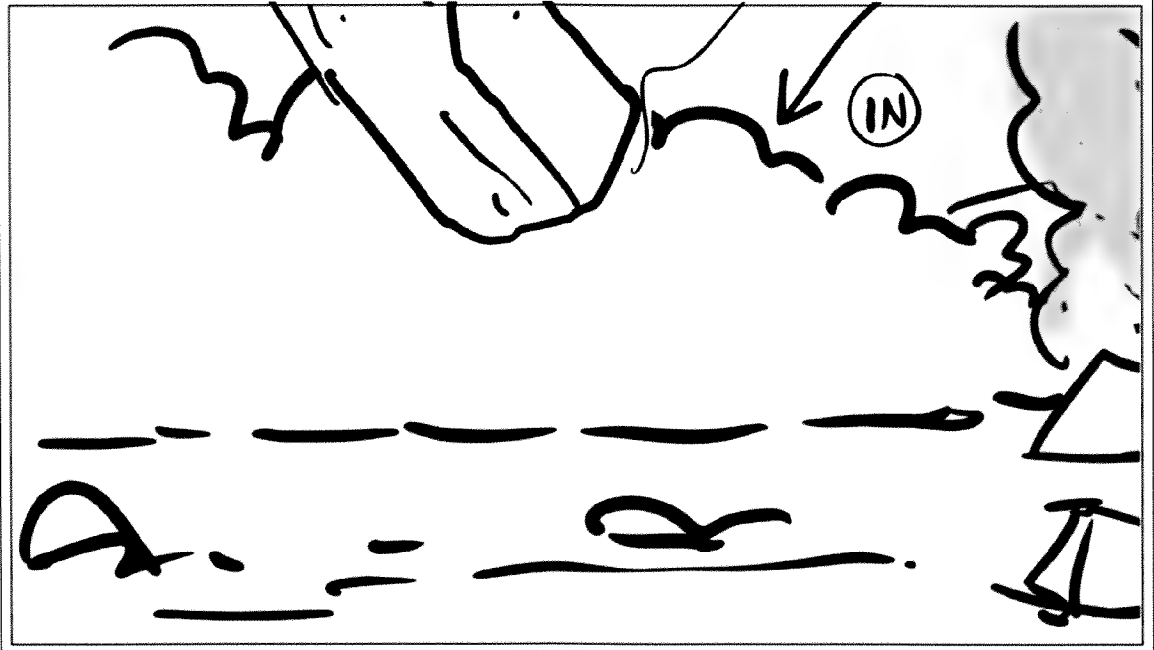
1020-007

Scene	Panel
197	1



Slugging  
0.13

Scene	Panel
197	2



Action Notes  
Rock flies into scene.

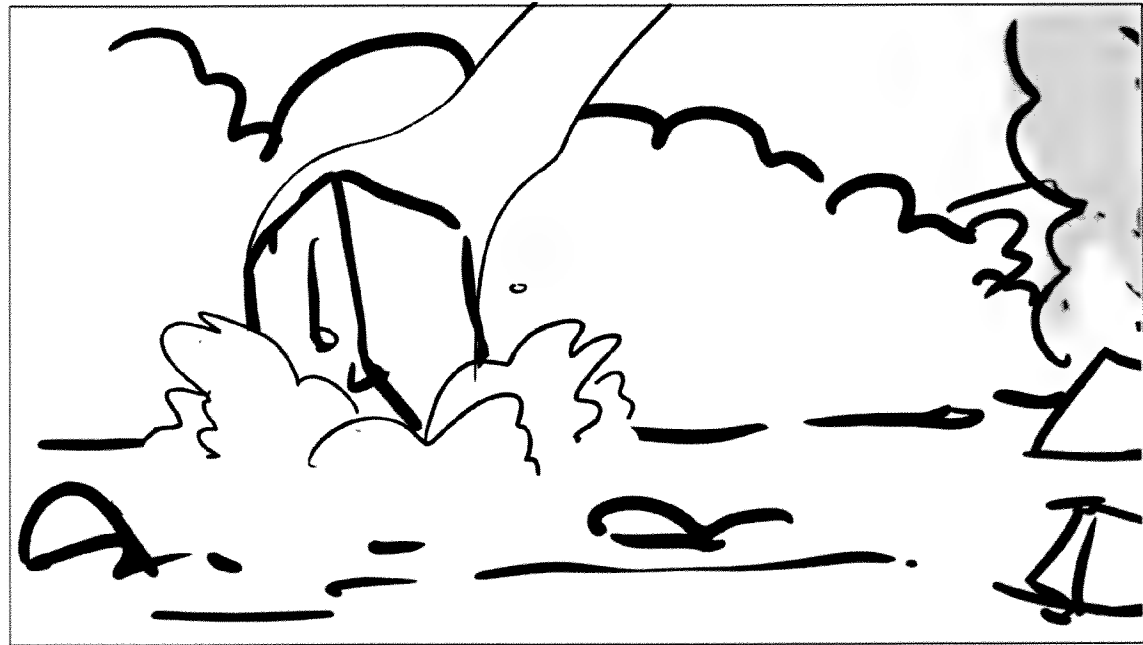
Slugging  
Panels 2 to 5 = 1.04

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1020:007

Scene 197 Panel 3  
*cont*



Action Notes  
rock splashes goo on ground.

Scene 197 Panel 4  
*cont*



Action Notes  
rock splashes goo on ground.

Slugging  
cycle paneks 4,5, and 6 through scene.

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1020.007

Scene	Panel
197	cont 5



Action Notes

rock splashes goo on ground.

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Scene	Panel
197	CONT 6



Action Notes  
pan east

Slugging  
ADJ: 8.04  
Then HOLD: 0.04

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1020:007

Scene	Panel
197	CONT 7



Dialog  
PEARL: STEVEN...

Action Notes  
PEARL pops up from the ground

Slugging  
1.10

Scene	Panel
197	CONT 8



Dialog  
PEARL: STEVEN!

Slugging  
Panels 8 + 9 = 1.15

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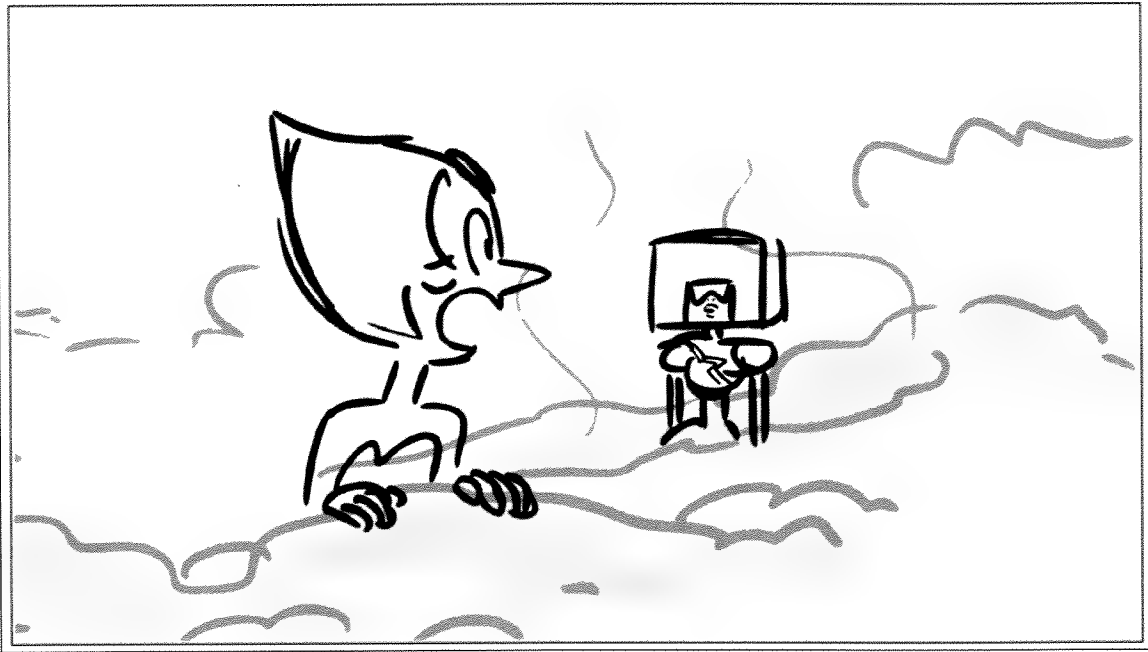
Scene 197 Panel 9  
CONT



Dialog  
PEARL: STEVEN!

Action Notes  
Garnet rises like vampire.

Scene 197 Panel 10  
CONT



Dialog  
PEARL: WHERE IS HE?

Slugging  
1.13  
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Scene	Panel
198	1

Slugging

0.13

Scene	Panel
198	2

Dialog

AMETHYST (off-screen): HEY I FOUND HIM! HE'S OVER HERE!

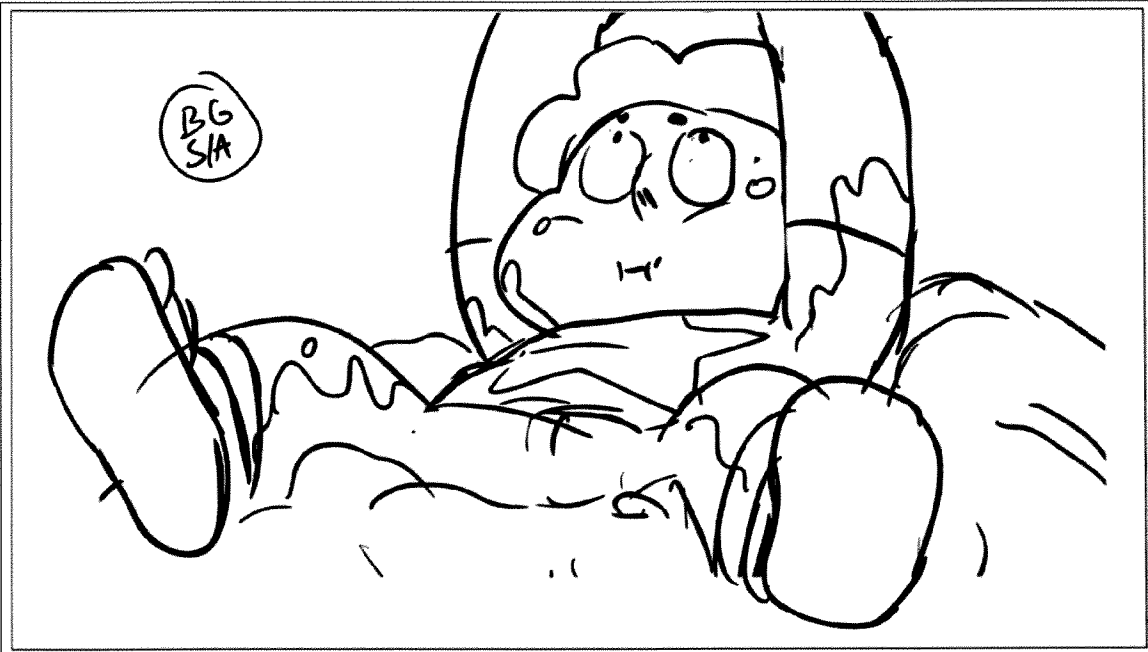
Slugging

0.15

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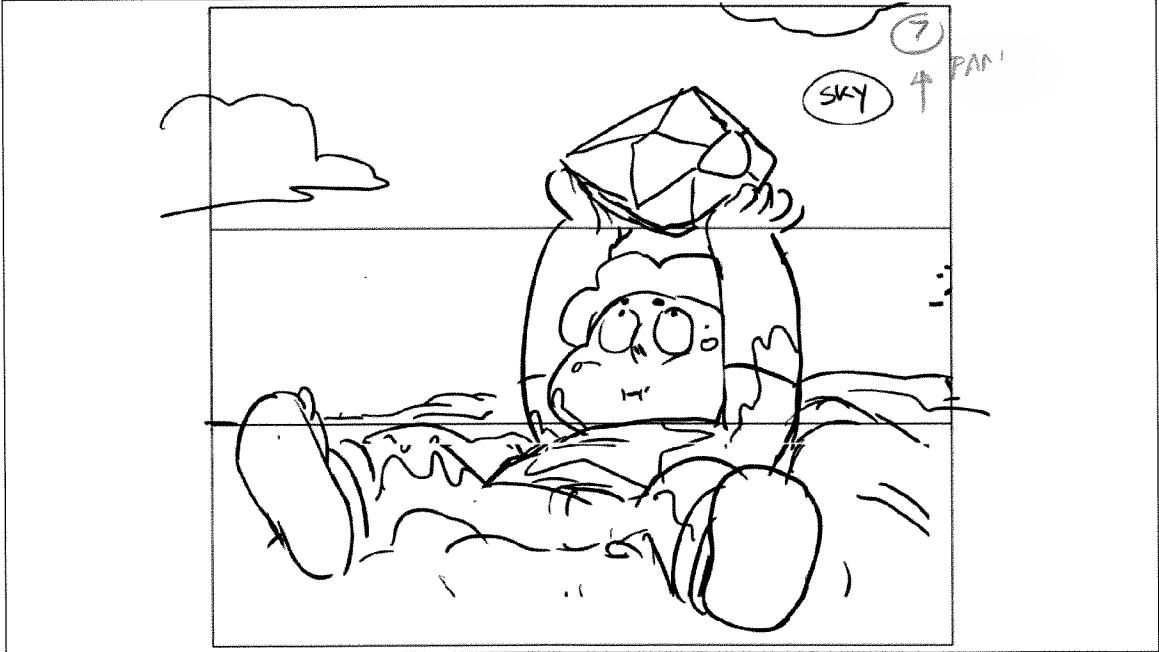
1020.007

Scene 198 Panel 5  
CONT



Slugging  
0.08

Scene 198 Panel 6  
CONT



Action Notes  
pan up

Slugging  
ADJ: 0.08  
Then HOLD: 0.12

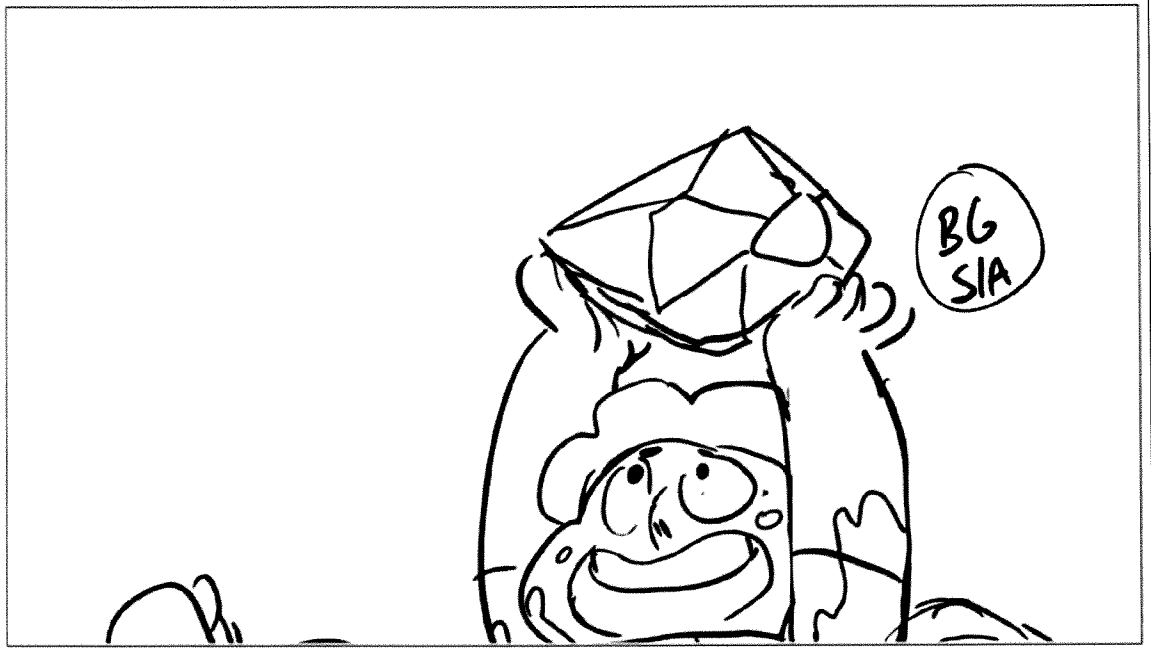
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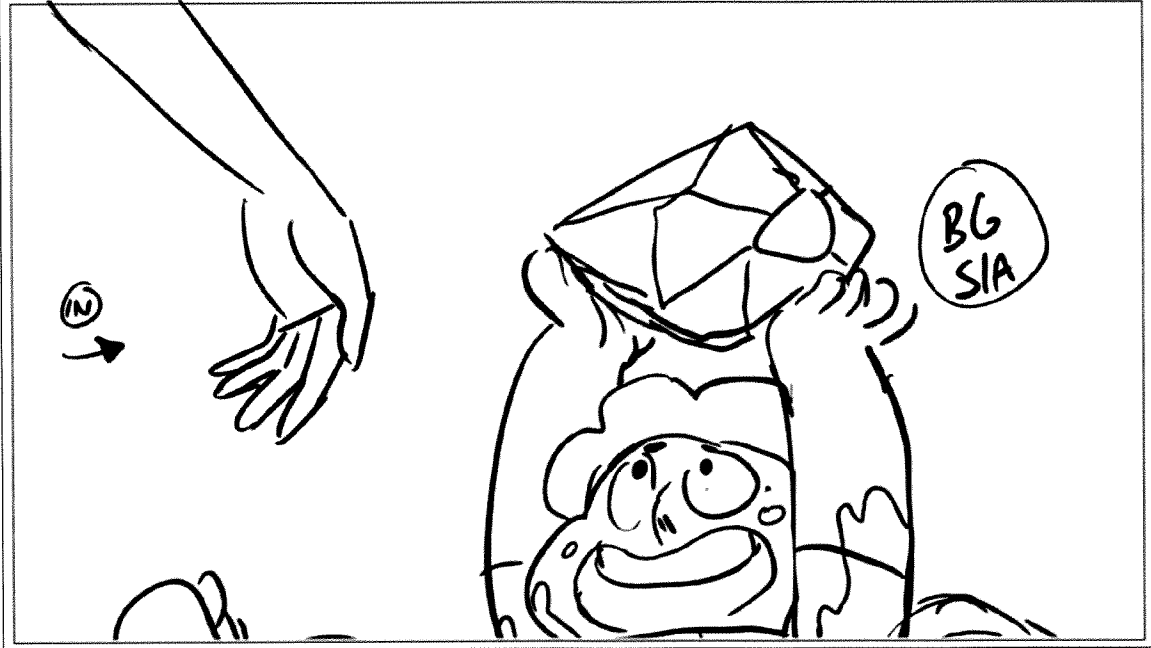
Scene 198 Panel 7  
CONT



Dialog  
STEVEN: THE GEM!

Slugging  
1.11

Scene 198 Panel 8  
CONT



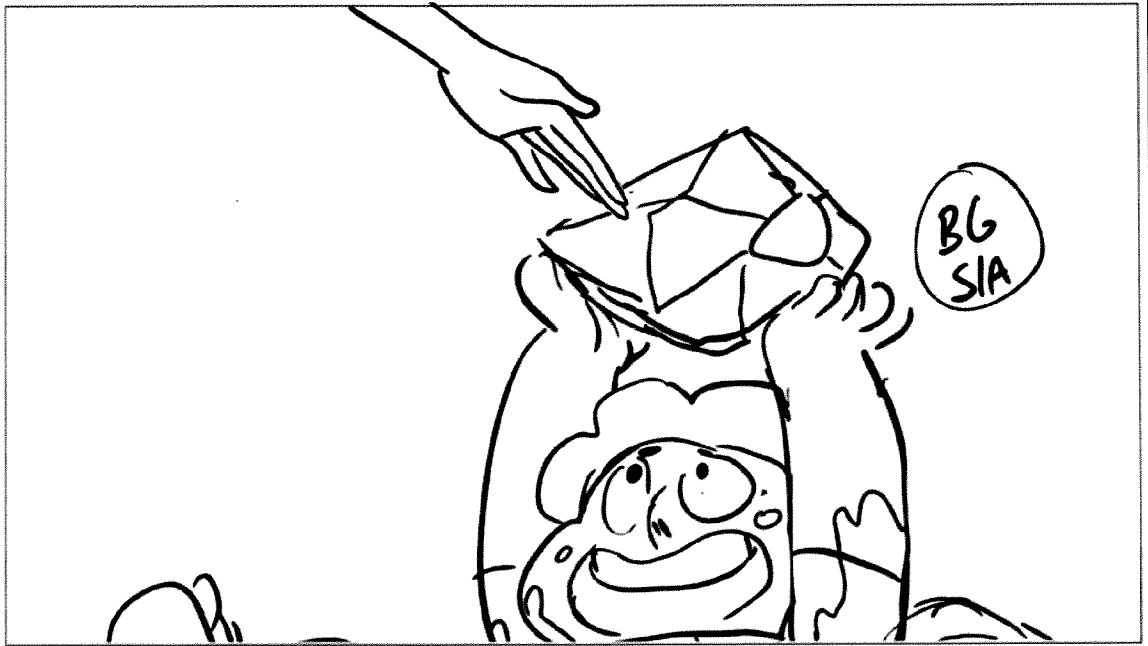
Action Notes  
PEARL's hand comes in

Slugging  
0.04  
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Scene 198 Panel 9  
CONT



Slugging  
0.12

Scene 198 Panel 10  
CONT



Action Notes  
Bubble forms around gem

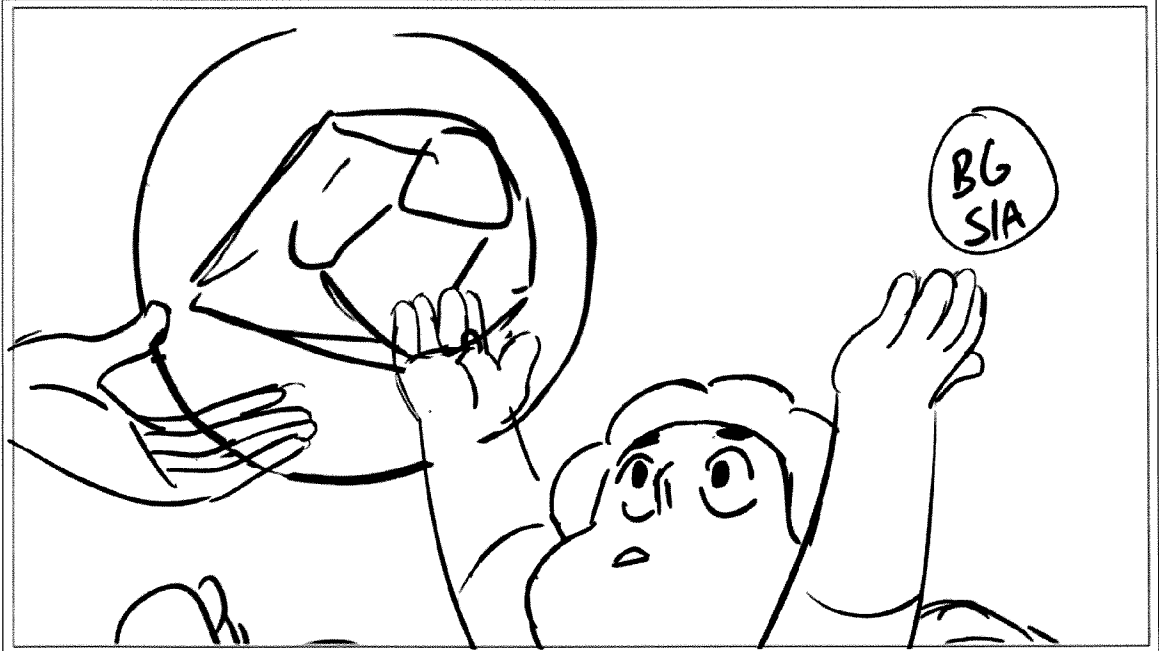
Slugging  
0.12

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Scene	Panel
198	<b>CONT</b> 11



Slugging  
0.08

Scene	Panel
198	<b>CONT</b> 12



Slugging  
0.10

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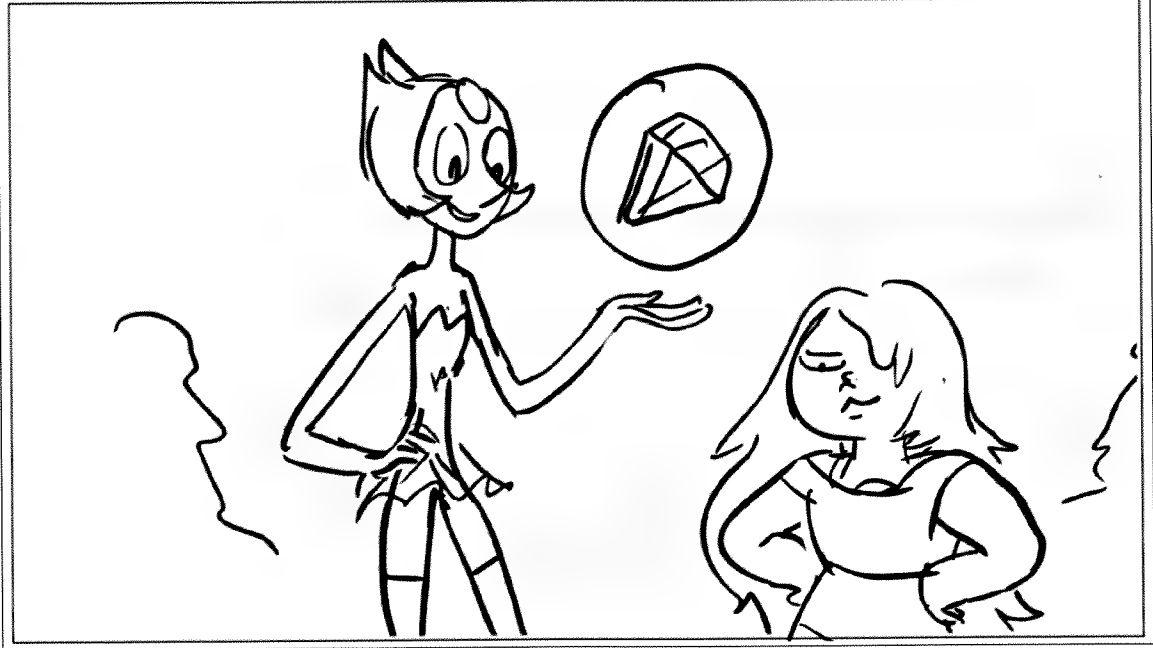
Scene	Panel
199	1



Slugging  
0.05

Notes

Scene	Panel
199	cont



Dialog  
PEARL: I'D SAY YOU HANDLED THAT ADVENTURE...

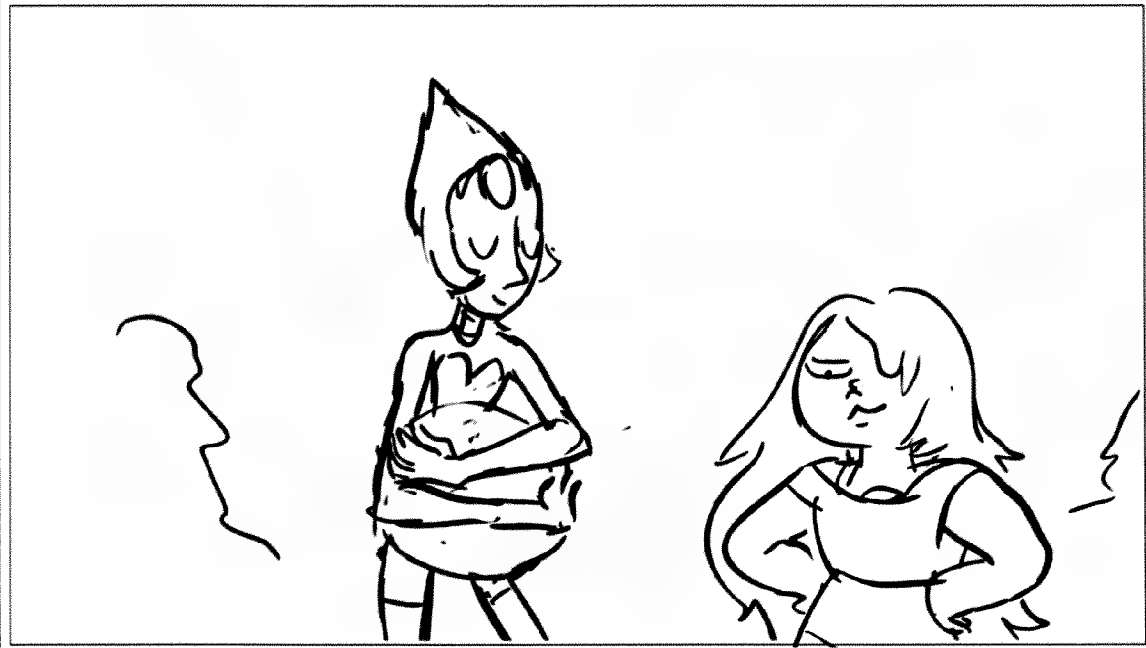
Slugging  
3.11

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Scene 199 Panel 3  
CONT



Dialog  
PEARL: ...VERY ...

Action Notes  
PEARL holds the bubble

Slugging  
0.08

Scene 199 Panel 4  
CONT



Dialog  
PEARL: ...WELL.

Action Notes  
PEARL spins the bubble away; it spirals and disappears (DOES NOT travel upward)

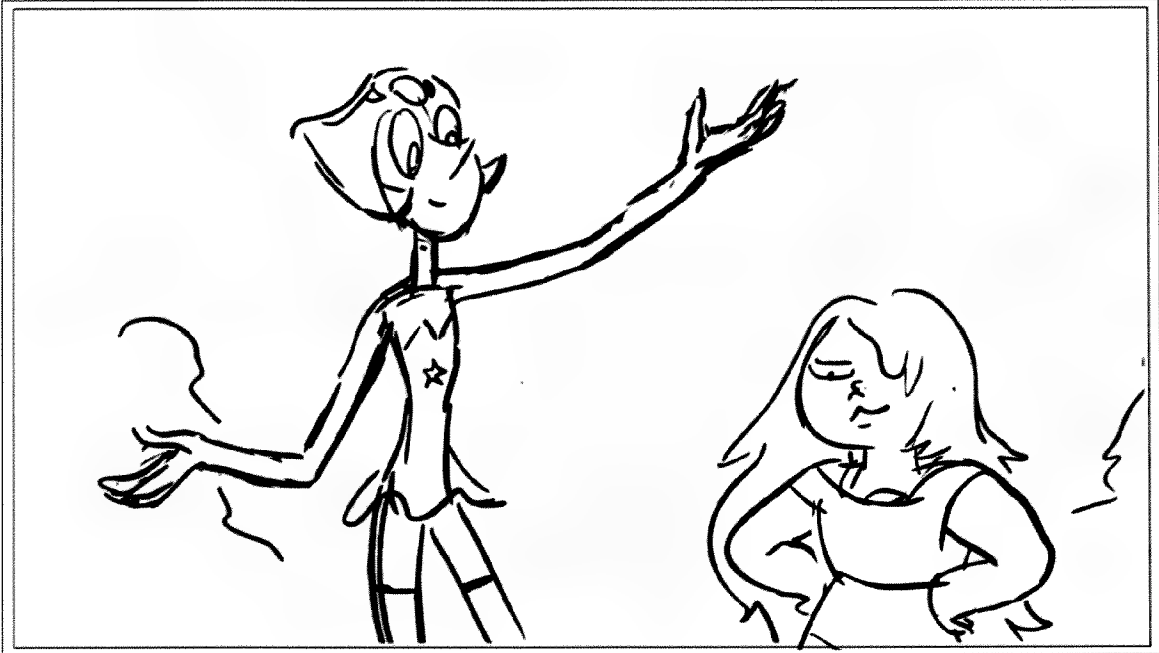
Slugging  
0.12  
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1020.007

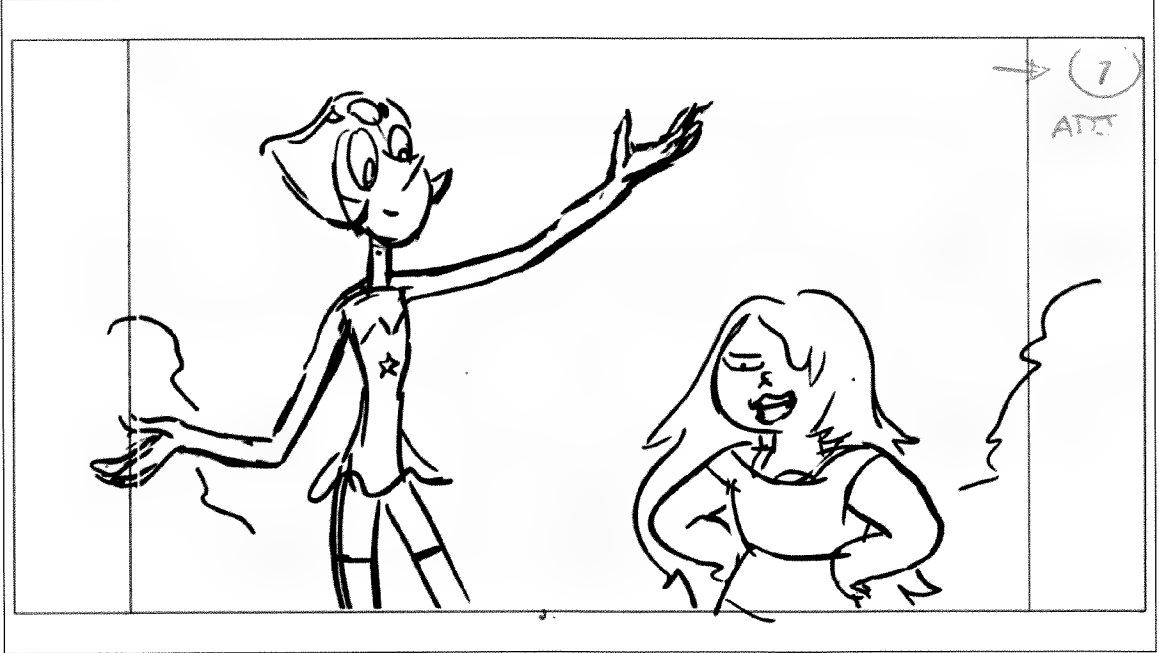


Scene	Panel
199	CONT 5



Slugging  
0.03

Scene	Panel
199	CONT 6



Dialog  
AMETHYST: YEAH, NICE JOB, SERIOUS STEVEN.

Slugging  
3.15  
  
Quick ADJ then HOLD.

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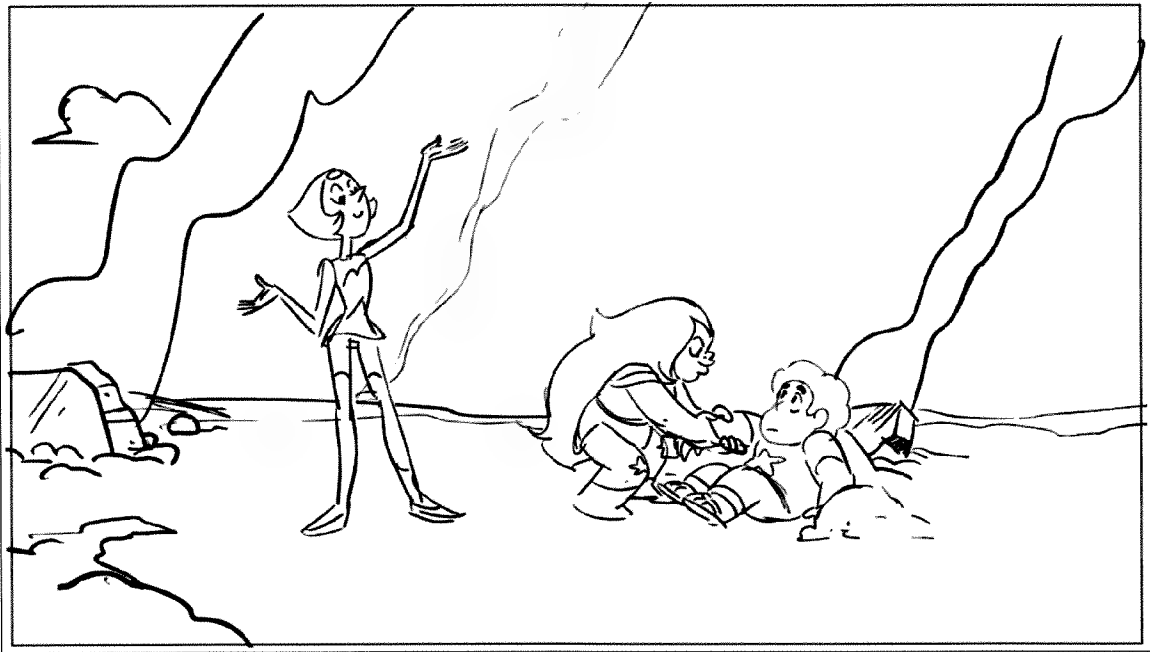
Scene	Panel
199	7



Action Notes  
Amethyst leans out

Slugging  
1.00

Scene	Panel
200	1



Action Notes  
cycle smoke from panels 1 and 2 through scene

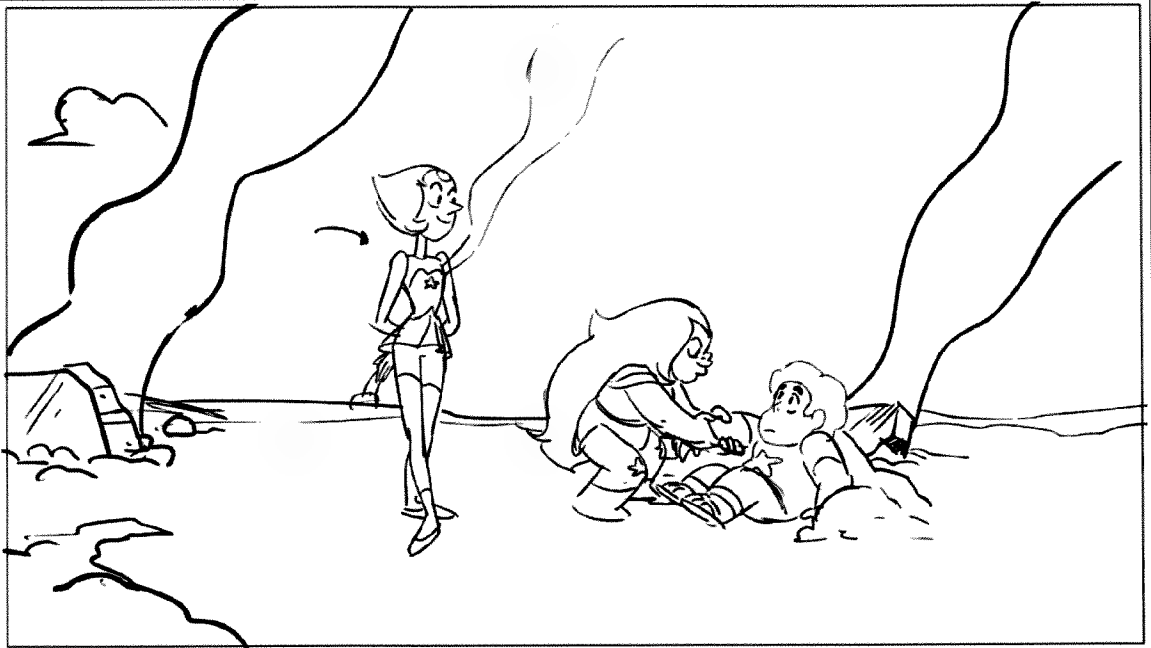
Slugging  
0.04

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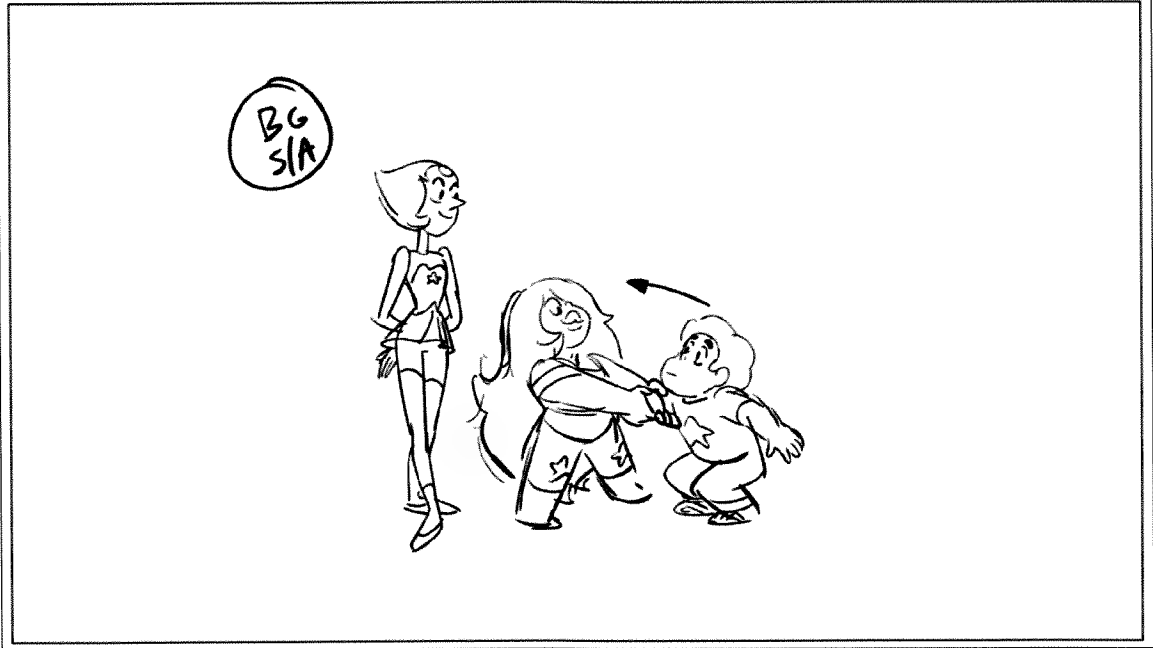
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Scene 200 Panel 2  
cont



Slugging  
Panels 2 + 3 = 0.06

Scene 200 Panel 3  
cont



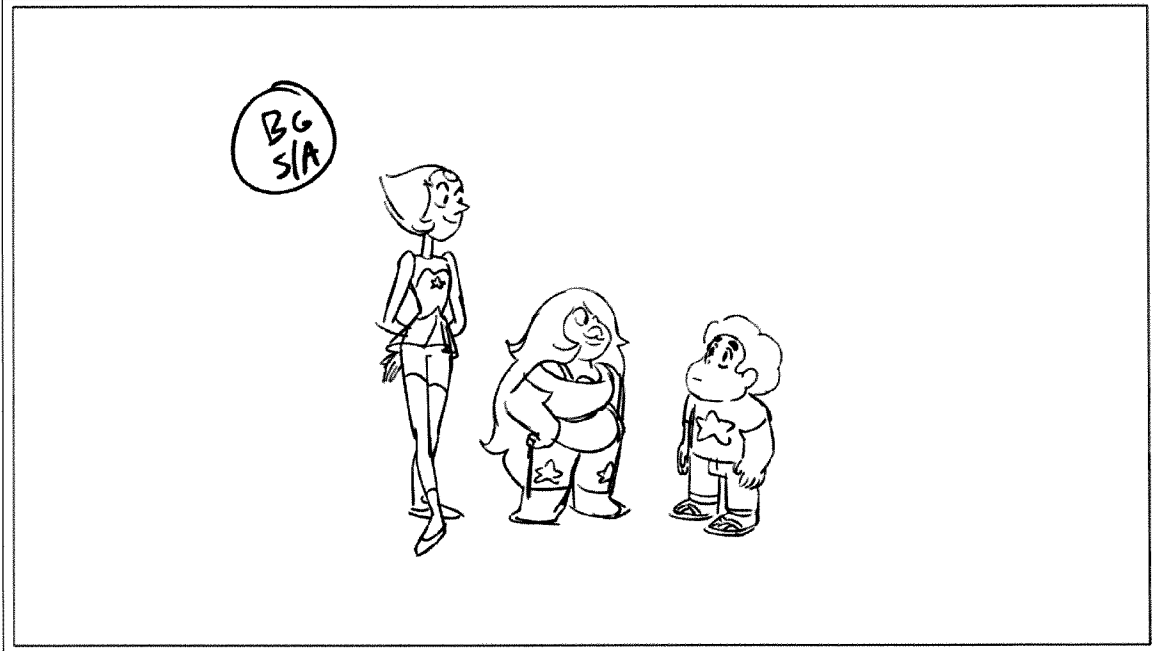
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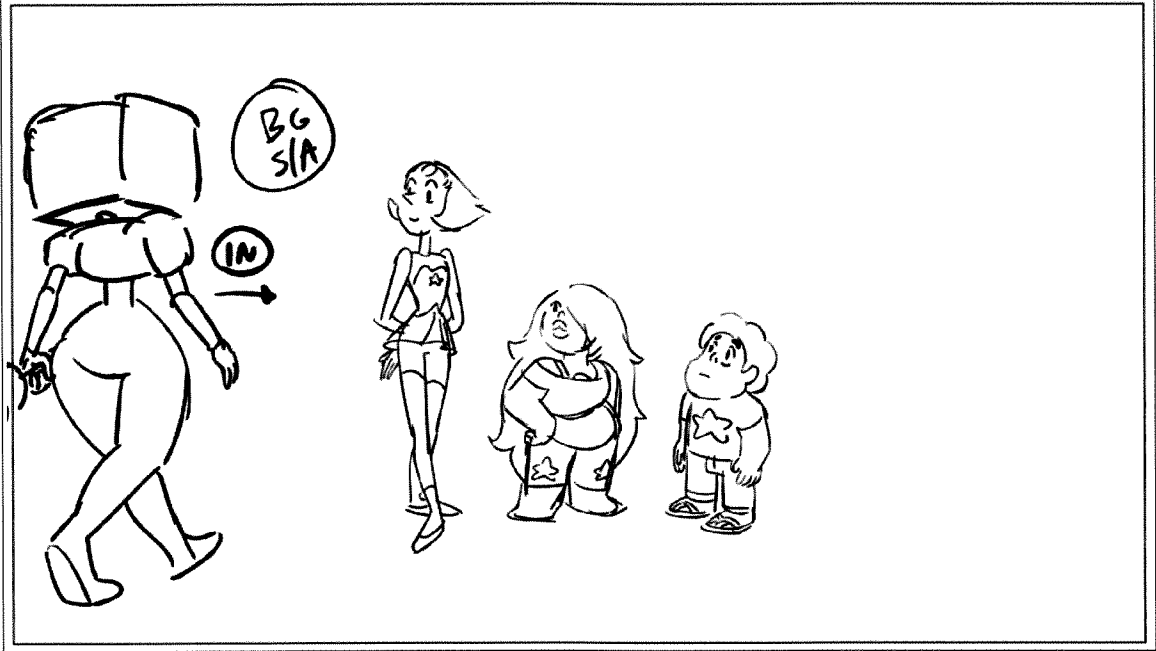
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Scene 200 Panel 4  
CONT



Slugging  
0.12

Scene 200 Panel 5  
CONT

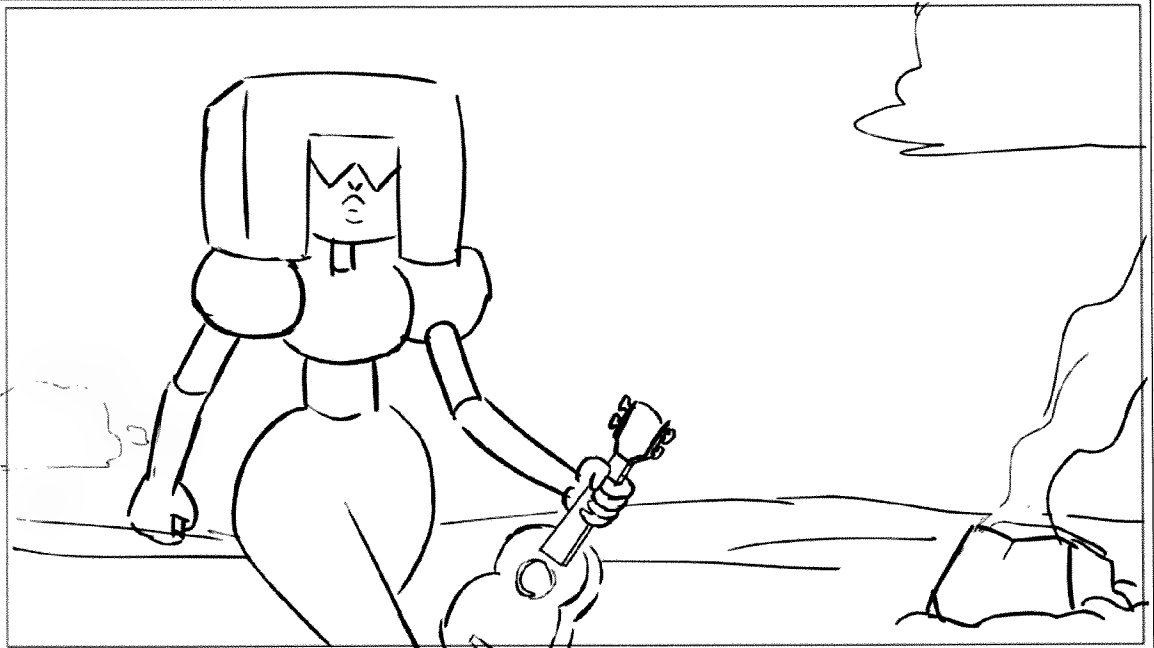


Action Notes  
Garnet into scene

Slugging  
0.13

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Scene	Panel
201	1



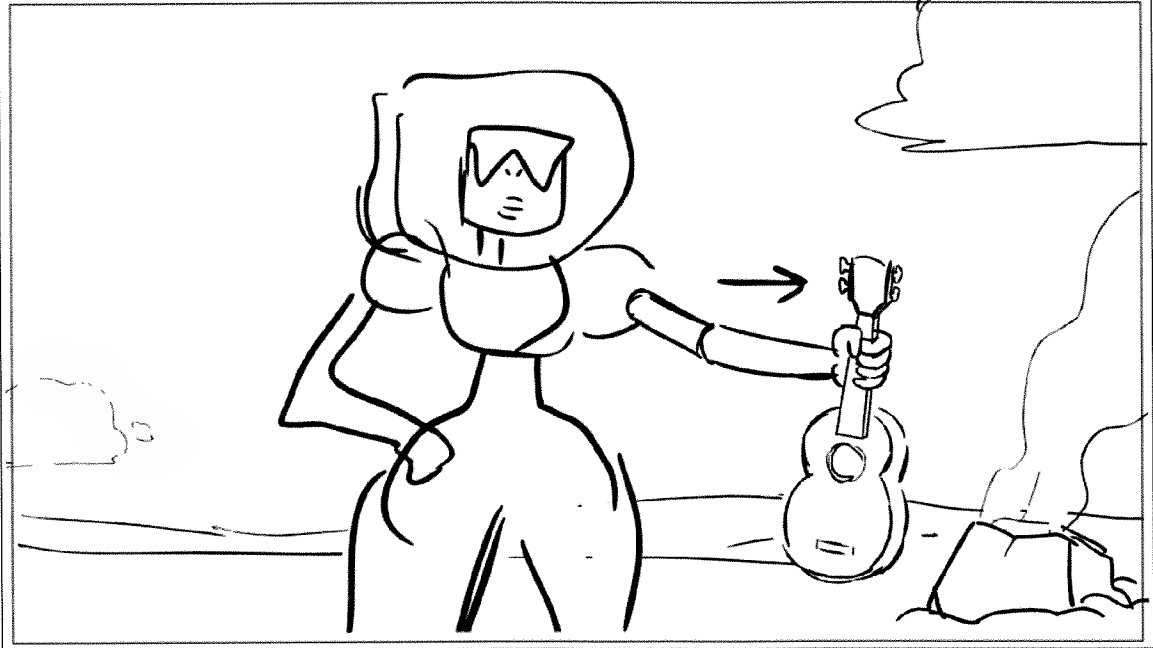
Dialog  
GARNET: I PREFER REGULAR STEVEN.

Action Notes  
cycle smoke from panels 1 and 2 through scene

Slugging  
Panels 1 + 2 = 3.08

Notes  
Need H.U. Garnet previous scene.

Scene	Panel
201	2



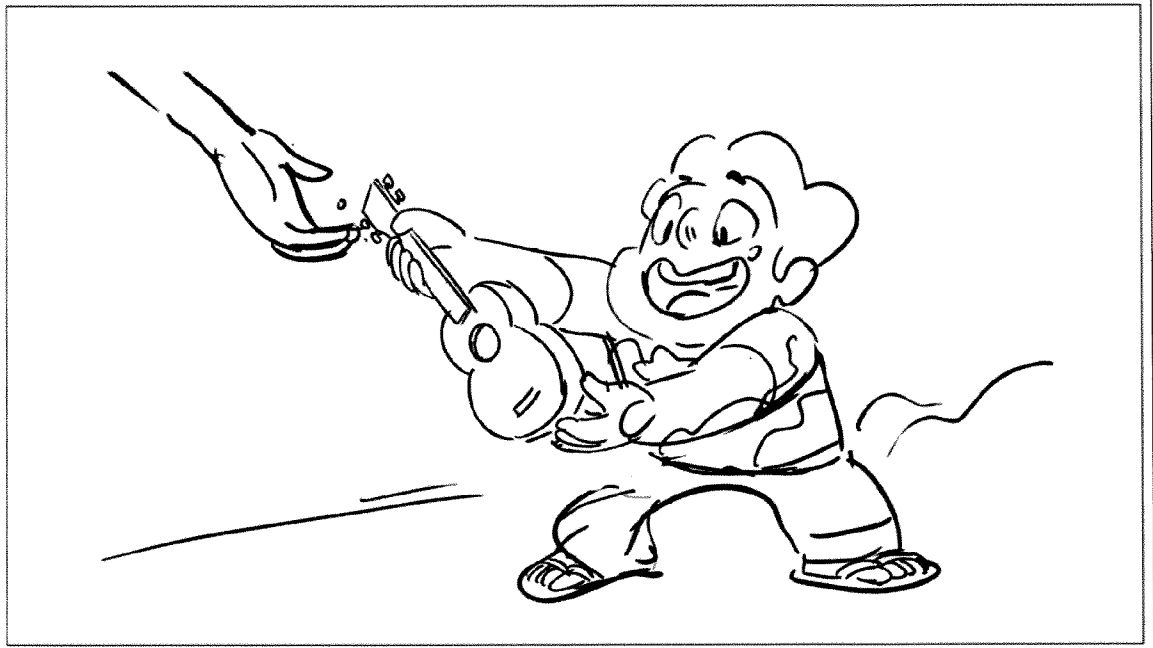
Dialog  
GARNET: I PREFER REGULAR STEVEN.

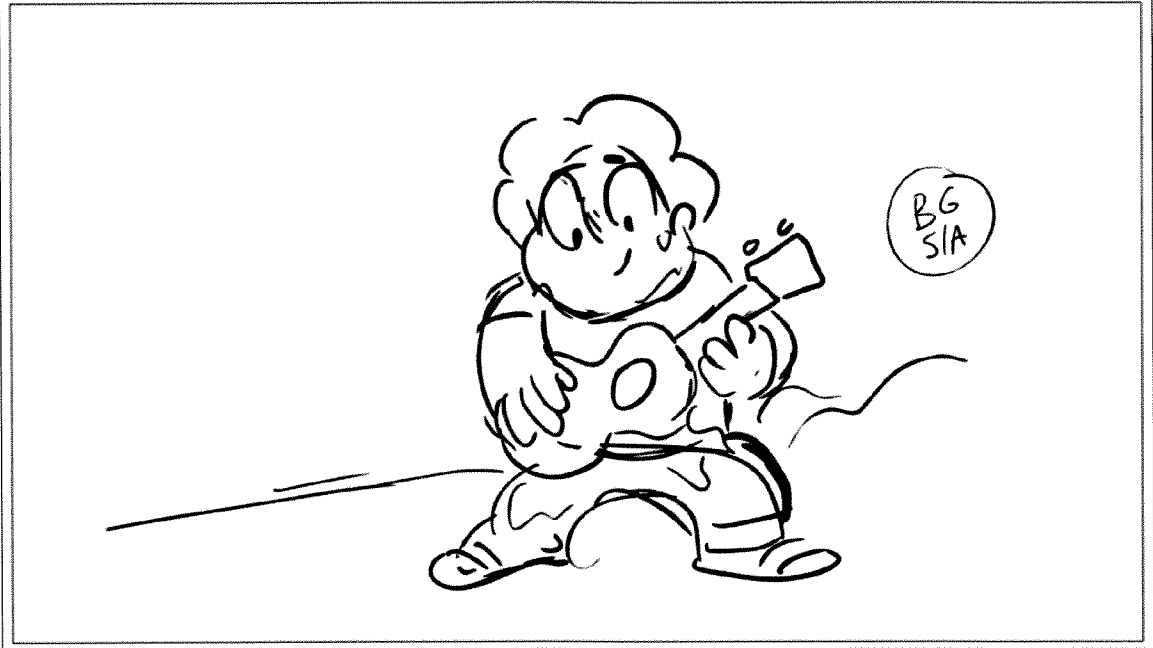
Notes  
Need H.U. Garnet previous scene.

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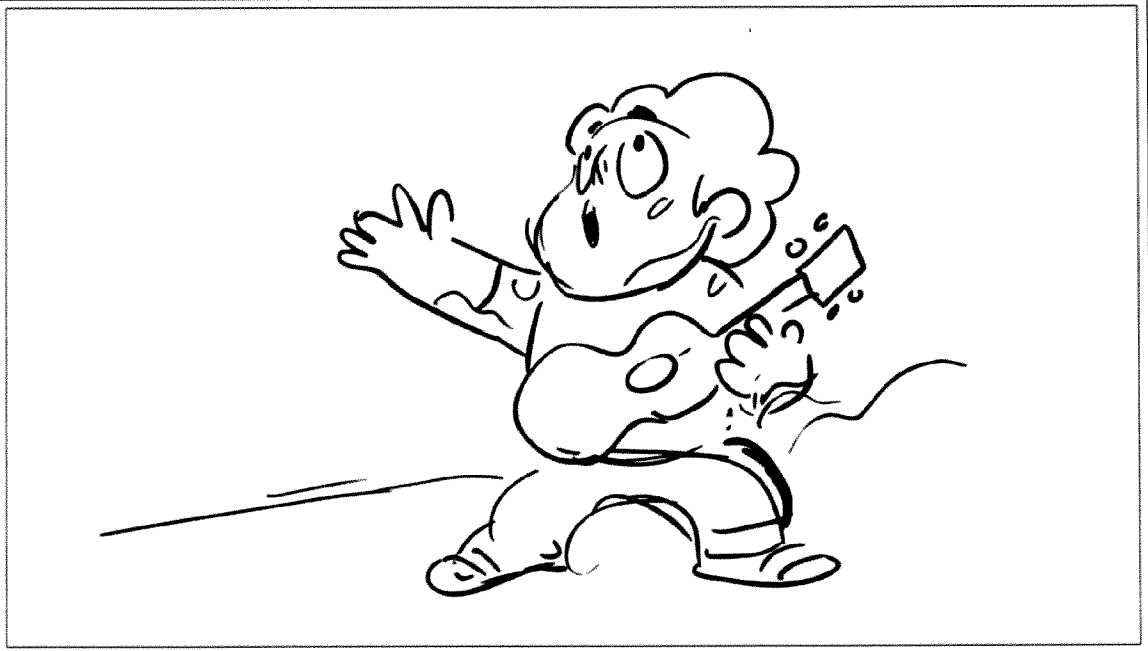
Scene 202	Panel 1
	
<p>Dialog</p> <p>STEVEN: HEY MY UKULELE!</p>	
<p>Slugging</p> <p>3.03</p>	
<p>Notes</p> <p>SP for Steven as Garnet hands in the ukelele</p>	

Scene 202	Panel 2
	
<p>Slugging</p> <p>1.12</p>	
<p>JUN 10 2013</p>	

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1020.007

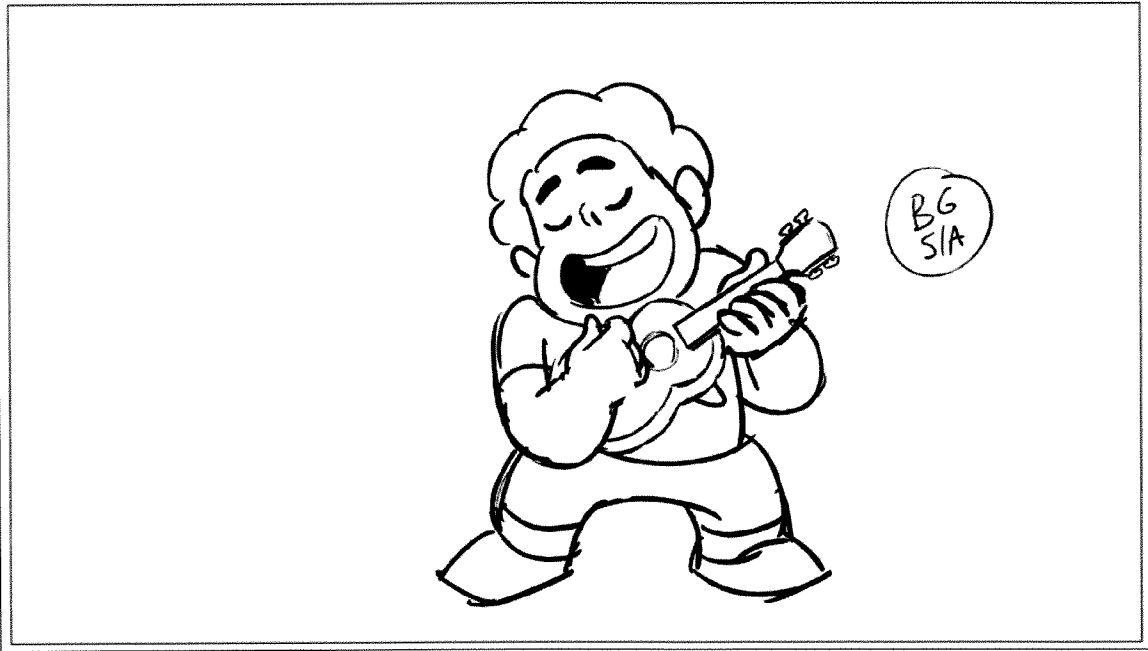
Scene 202 Panel 3



Dialog  
STEVEN: (\*SINGING) OHHHHH!

Slugging  
2.04

Scene 202 Panel 4



Dialog  
STEVEN: (\*SINGING) THAT'S THE END OF ANOTHER DAY, IT WAS MIGHT  
SERIOUS I HAVE TO SAY! THE CRYSTAL GEMS LOOKED REALLY COOL WHEN  
THEY MADE THAT TEMPLE EXPLODE-

Action Notes  
Steven Cycling panels 4 and 5

Slugging  
Panels 4 to 9 = 13.11  
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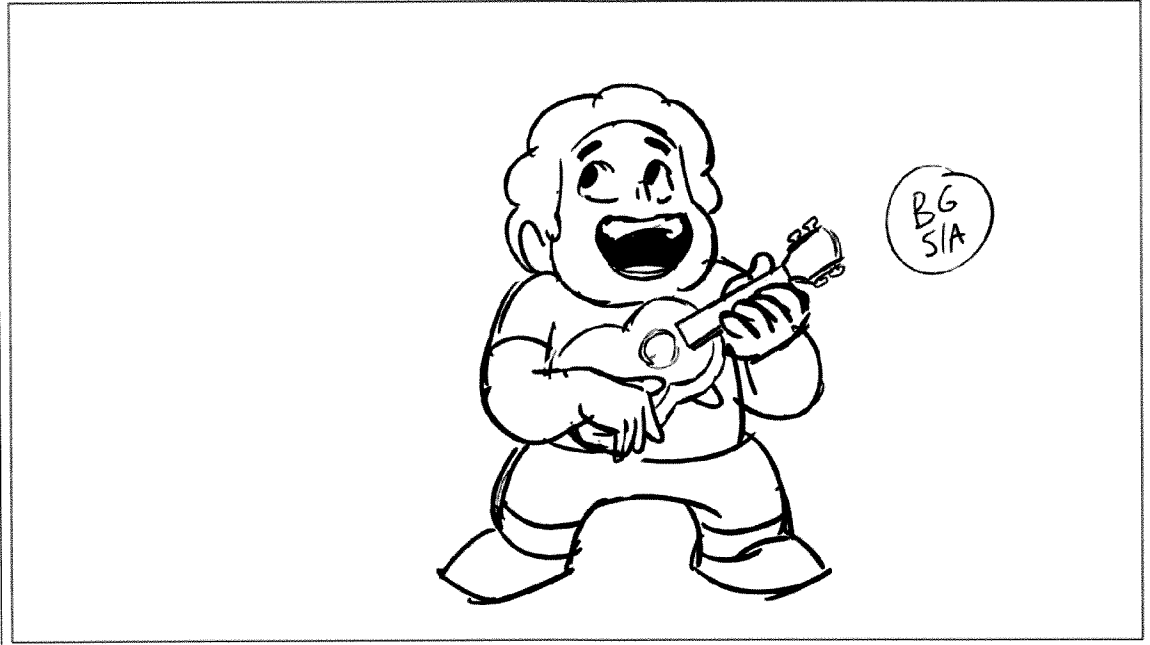
Scene 202 Panel 5



Dialog  
STEVEN: (\*SINGING) THAT'S THE END OF ANOTHER DAY, IT WAS MIGHT  
SERIOUS I HAVE TO SAY! THE CRYSTAL GEMS LOOKED REALLY COOL WHEN  
THEY MADE THAT TEMPLE EXPLODE-

Action Notes  
Steven Cycling panels 4 and 5

Scene 202 Panel 6



Dialog  
STEVEN: (\*SINGING) THAT'S THE END OF ANOTHER DAY, IT WAS MIGHT  
SERIOUS I HAVE TO SAY! THE CRYSTAL GEMS LOOKED REALLY COOL WHEN  
THEY MADE THAT TEMPLE EXPLODE-

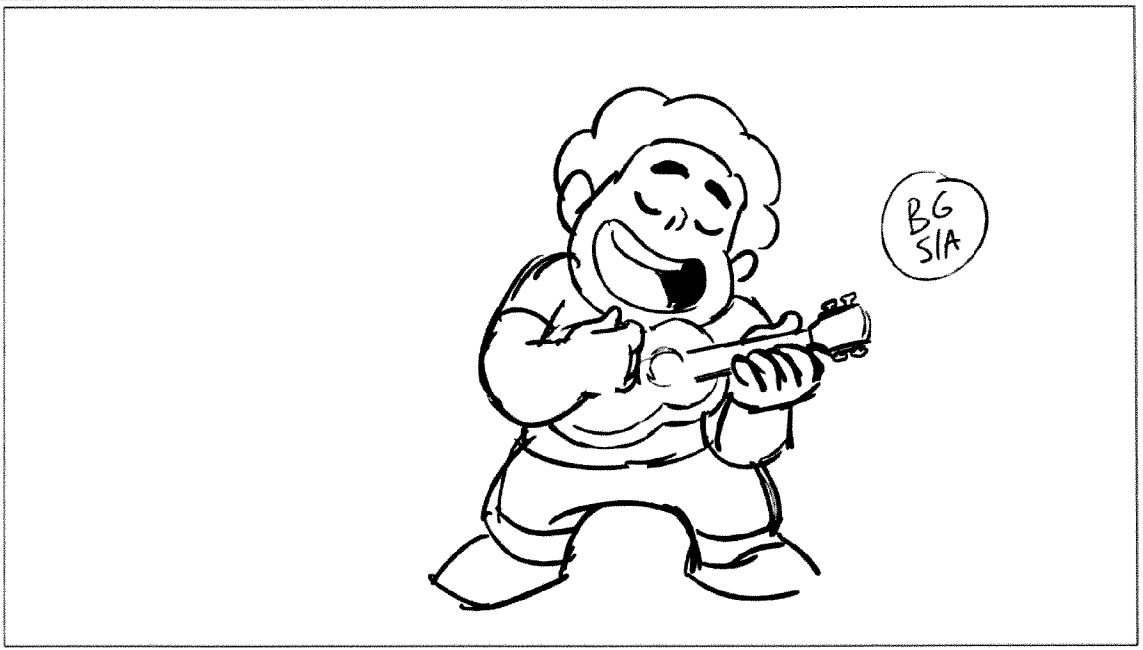
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Scene	Panel
202	CONT 7



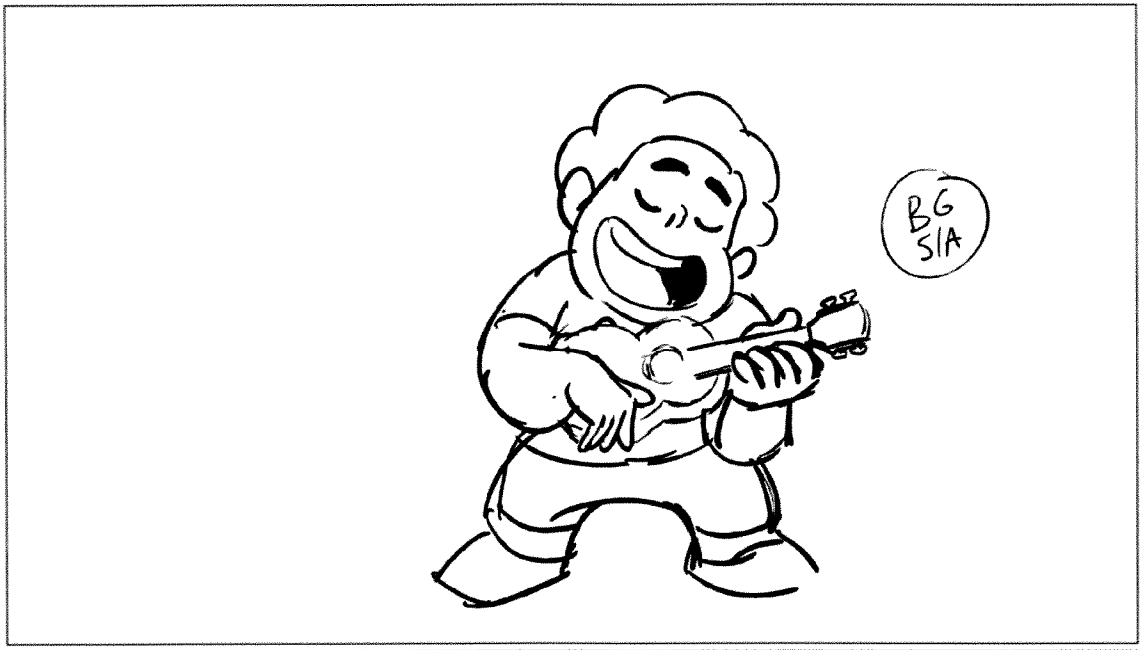
Dialog

STEVEN: (\*SINGING) THAT'S THE END OF ANOTHER DAY, IT WAS MIGHT SERIOUS I HAVE TO SAY! THE CRYSTAL GEMS LOOKED REALLY COOL WHEN THEY MADE THAT TEMPLE EXPLODE-

Action Notes

Steven Cycling panels 7 and 8

Scene	Panel
202	CONT 8



Dialog

STEVEN: (\*SINGING) THAT'S THE END OF ANOTHER DAY, IT WAS MIGHT SERIOUS I HAVE TO SAY! THE CRYSTAL GEMS LOOKED REALLY COOL WHEN THEY MADE THAT TEMPLE EXPLODE-

Action Notes

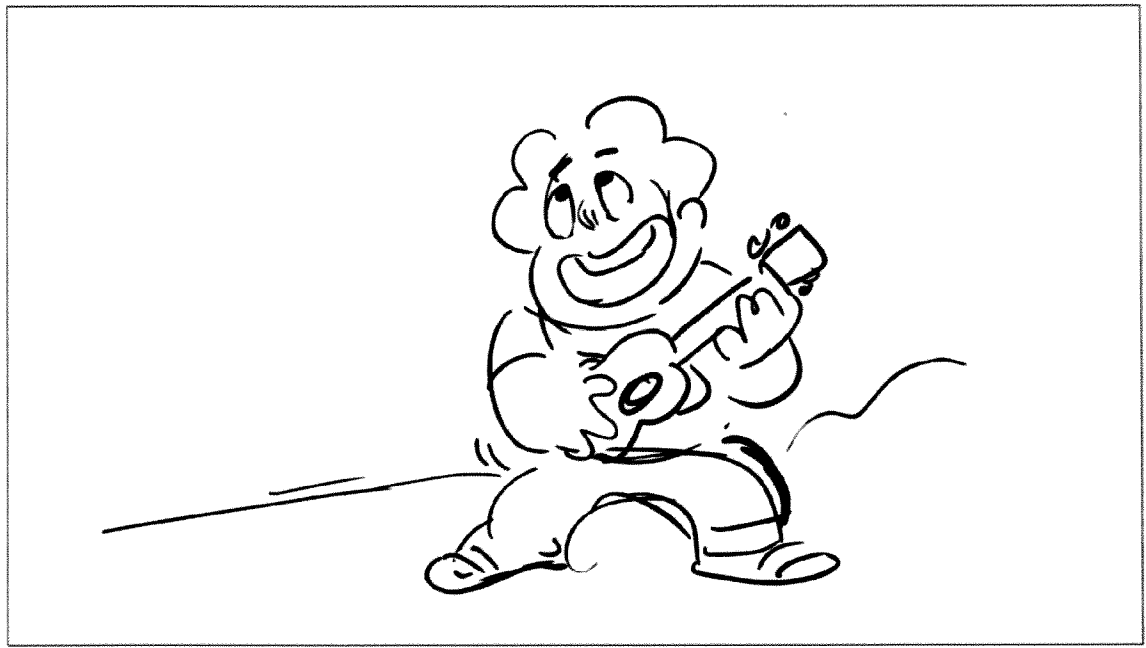
Steven Cycling panels 7 and 8

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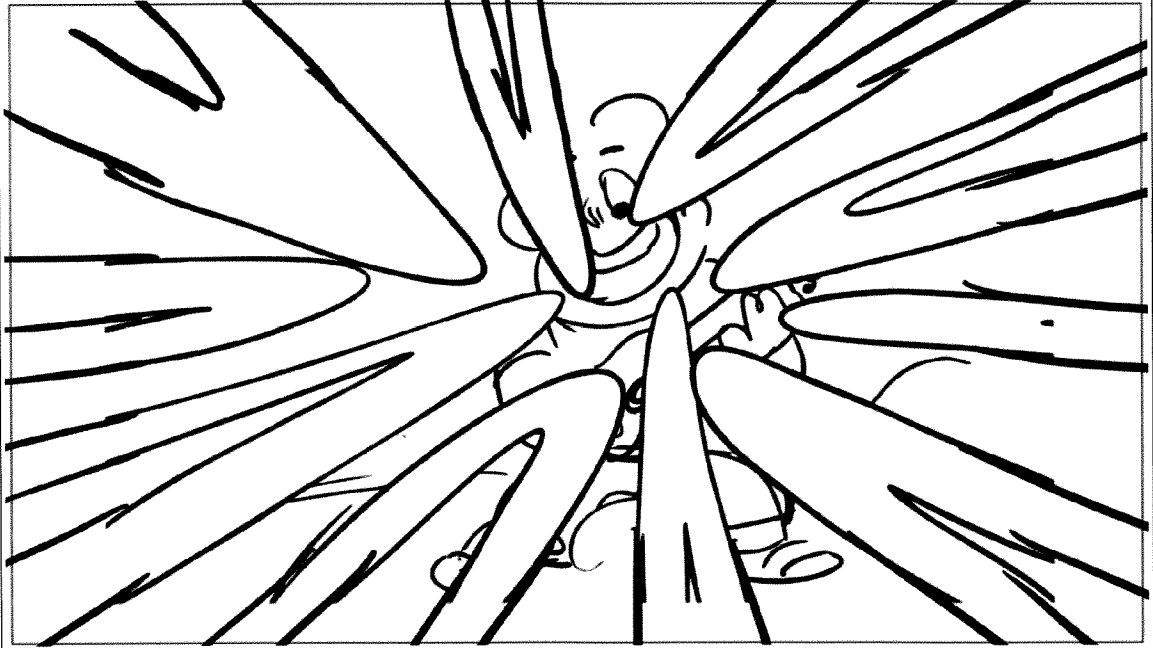
1020-007

Scene 202 Panel 9  
CONT



Dialog  
STEVEN: (\*SINGING) THAT'S THE END OF ANOTHER DAY, IT WAS MIGHT  
SERIOUS I HAVE TO SAY! THE CRYSTAL GEMS LOOKED REALLY COOL WHEN  
THEY MADE THAT TEMPLE EXPLODE-

Scene 202 Panel 10  
CONT



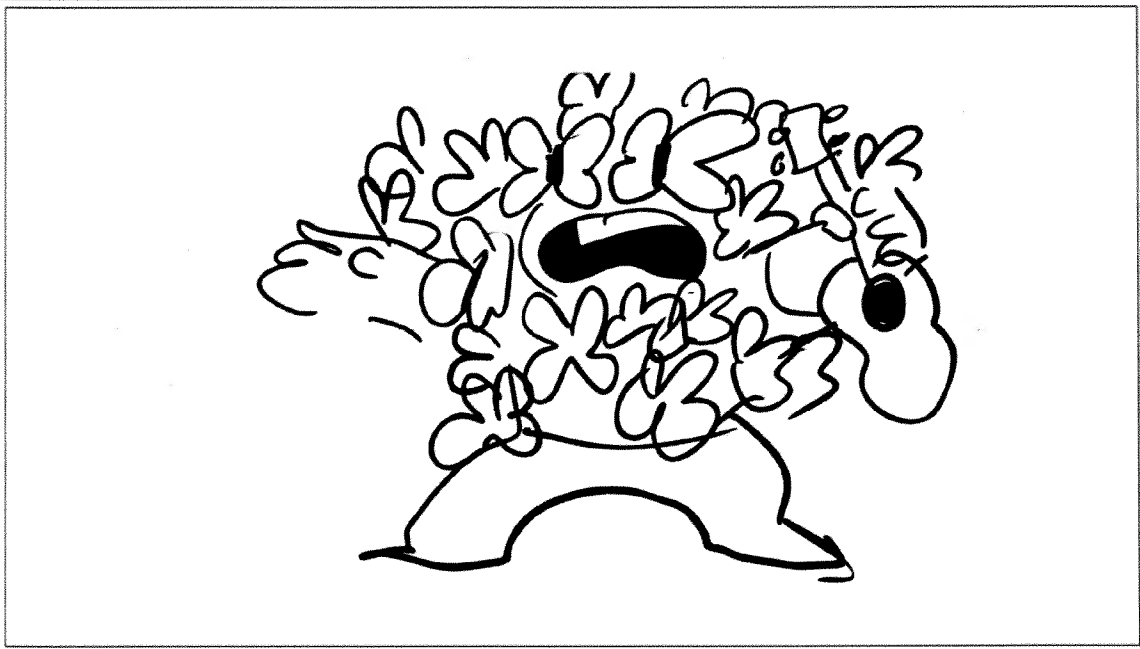
Action Notes  
Butterflies swarm around STEVEN

Slugging  
0.04  
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Scene	Panel
202	11

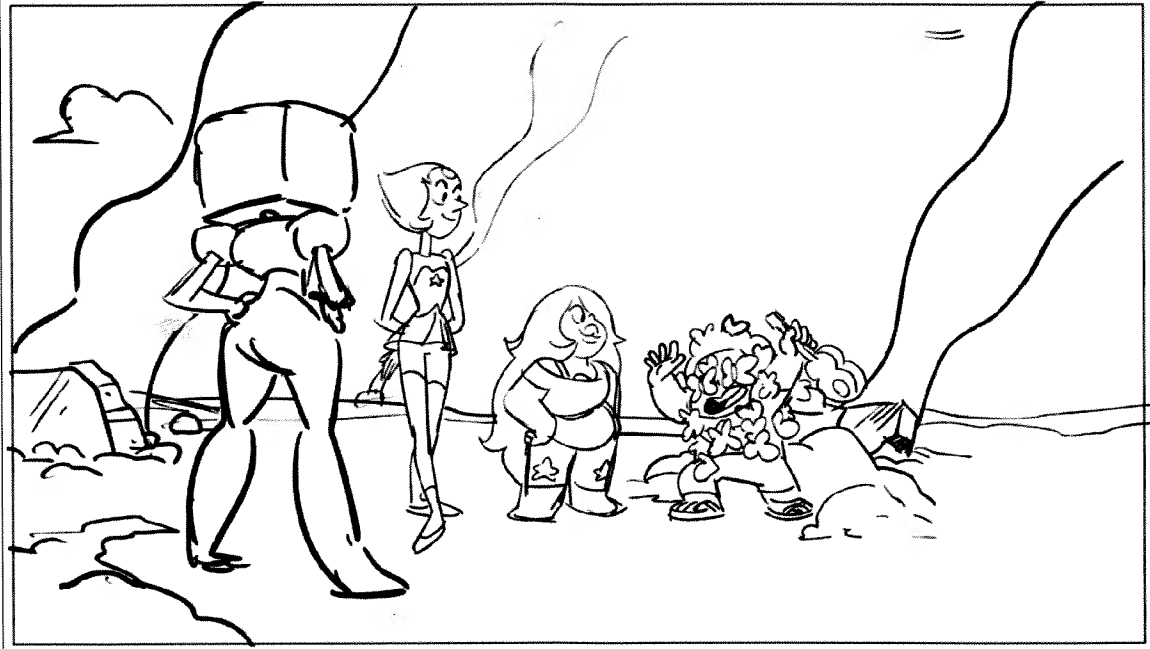


Dialog  
STEVEN: AHH!!!

Action Notes  
Butterflies swarm on STEVEN

Slugging  
1.00

Scene	Panel
203	1



Dialog  
STEVEN: AHH THEY'RE IN MY EYES ...

Action Notes  
cycle smoke from panels 1 and 2 through scene

Slugging  
0.15

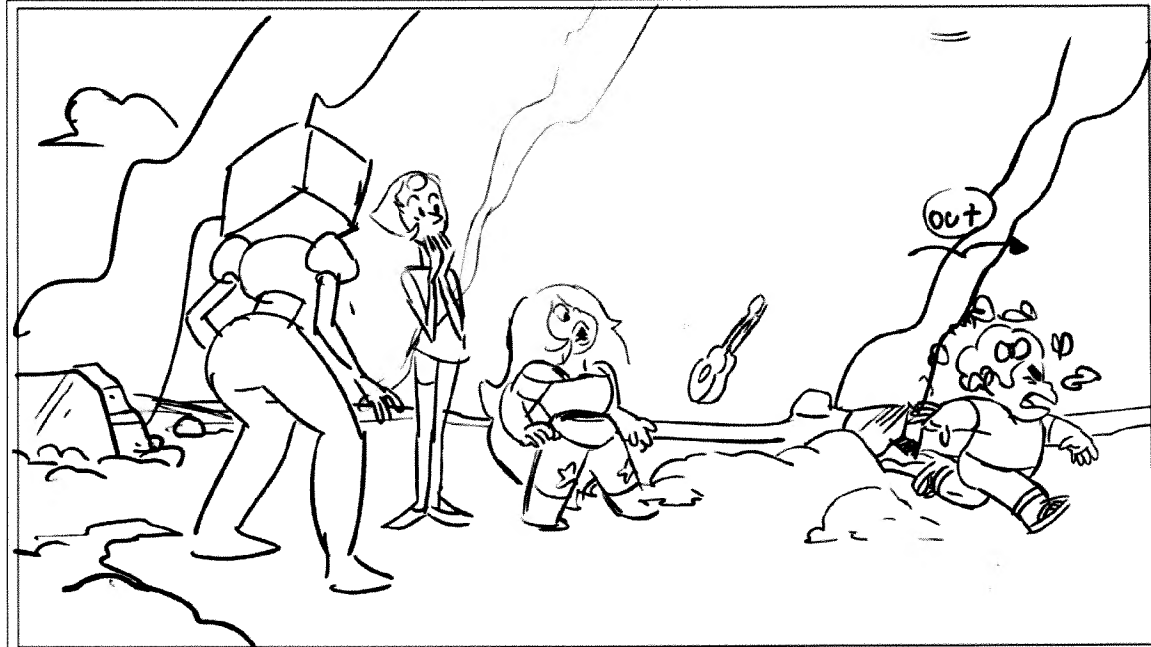
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1020.007

1020.007

Scene 203 Panel 2  
*CONT*



Dialog  
STEVEN: ...AGAIN!!

Action Notes  
cycle smoke from panels 1 and 2 through scene

Slugging  
0.13

Scene 203 Panel 3  
*CONT*



Slugging  
0.08

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1020.007

Scene 203 Panel 4



Slugging  
1.03

Scene 203 Panel 5



Dialog  
STEVEN: <SCREAMING>

Slugging  
1.03

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1020:007

1020:007

Scene 203 Panel 6



Dialog  
STEVEN: <SCREAMING>

Slugging  
1.07

STAR IRIS CLOSES  
CLOCKWISE.

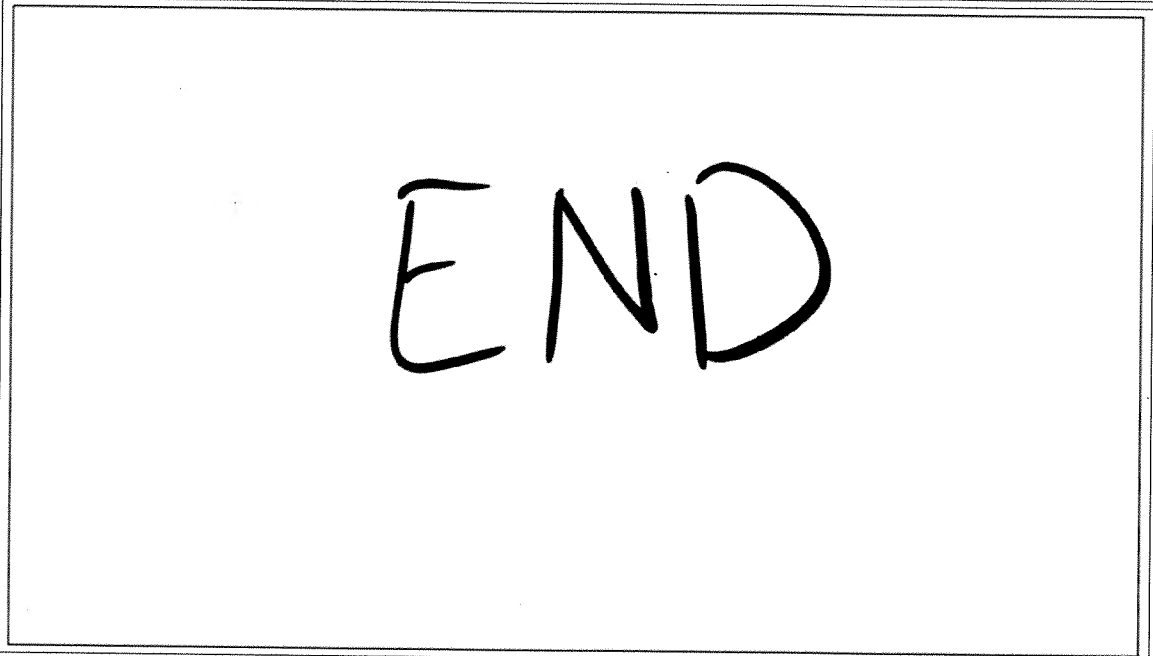
6A

6B

6C

WHEN IRIS IS CLOSED  
(BLACK) THREE STARS POP ON,  
THEN SHRINK OFF (BLACK SCREEN)

Scene 204 Panel 1



Slugging  
2.01

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1020.007